INSIDE: 1995 COMPUTER GAME PREVIEW

COMPUTER GAME REVIEW™

and CD-ROM Entertainment

THE FUTURE OF WARFARE:

FRONT LINES

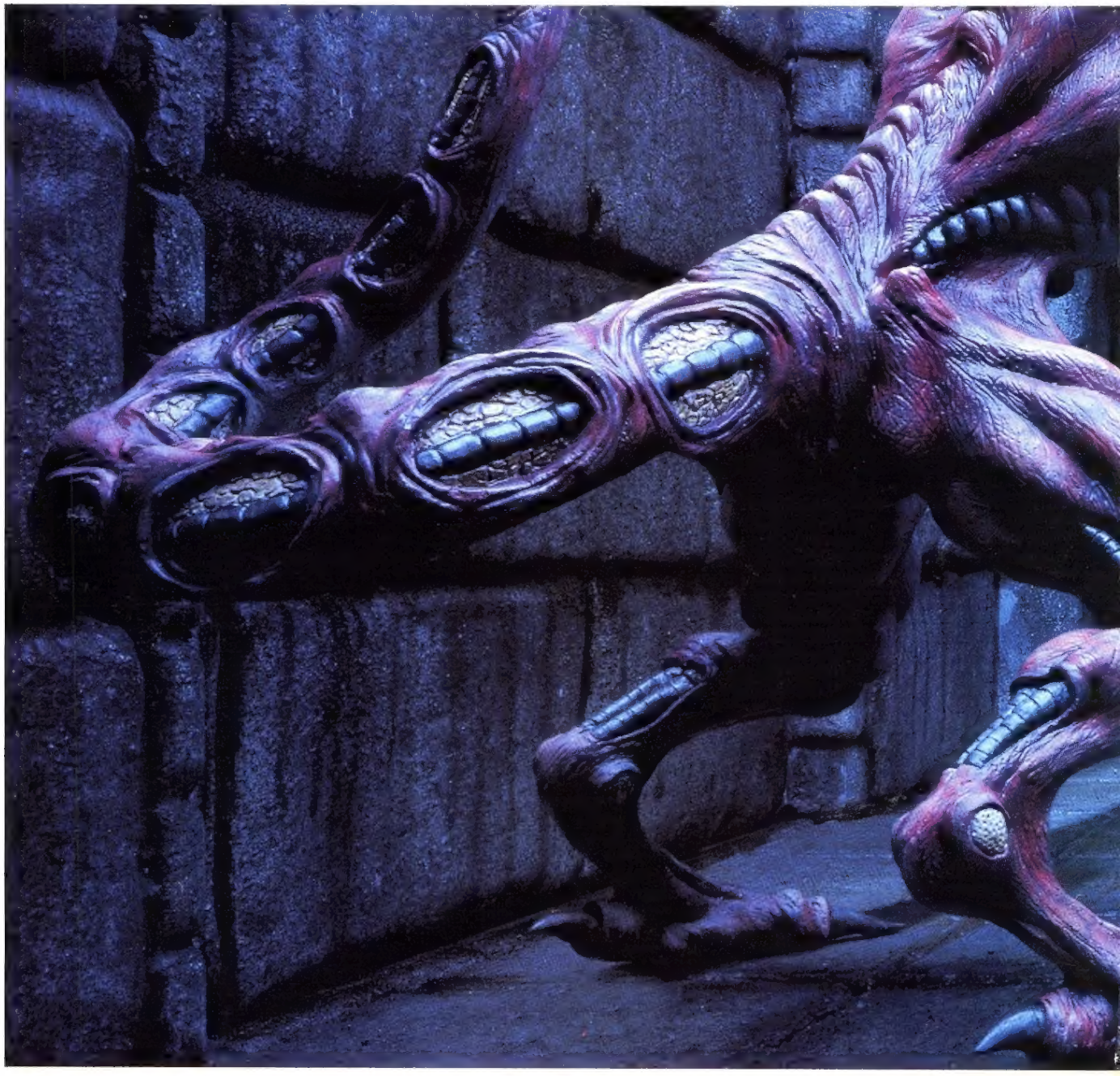
THE FUTURE OF COMPUTER ENTERTAINMENT

OVER 100 NEW PRODUCTS PROFILED!

LIVE ACTION FOOTBALL
ALONE IN THE DARK 3
KNIGHTS OF XENTAR
GAZILLIONAIRE
RADIO ACTIVE
HODJ 'N' PODJ
MEGAMAZE
INFERNO
HERETIC

$4.99/$6.50 Canada
March, 1995
Volume 4, Issue 8

For more information, call 1-800-NEC-INFO. For information sent via fax, call 1-800-366-0476 and request document #737601. MultiSpin is a registered trademark and
NEC GSA#GS00K94AGS3241 © 1995 NEC



FOR YEARS YOU'VE BEEN PRACTICING. NOW LET THE GAMES

intel inside
pentium PROCESSOR

Practice all you want. But when it's time to play for real, make sure you've got the performance of an NEC Intel Pentium™ processor* in your choice of 75, 90 or 100 MHz. And we've fully integrated the ultimate in features, reader, and 16-bit wavetable audio.* Let the games begin.

See, Hear and Feel the Difference is a trademark of NEC Technologies, Inc. The Intel Inside logo is a registered trademark and Pentium is a trademark of Intel Corporation.
Technologies, Inc. Monitor optional. *Features vary by model.

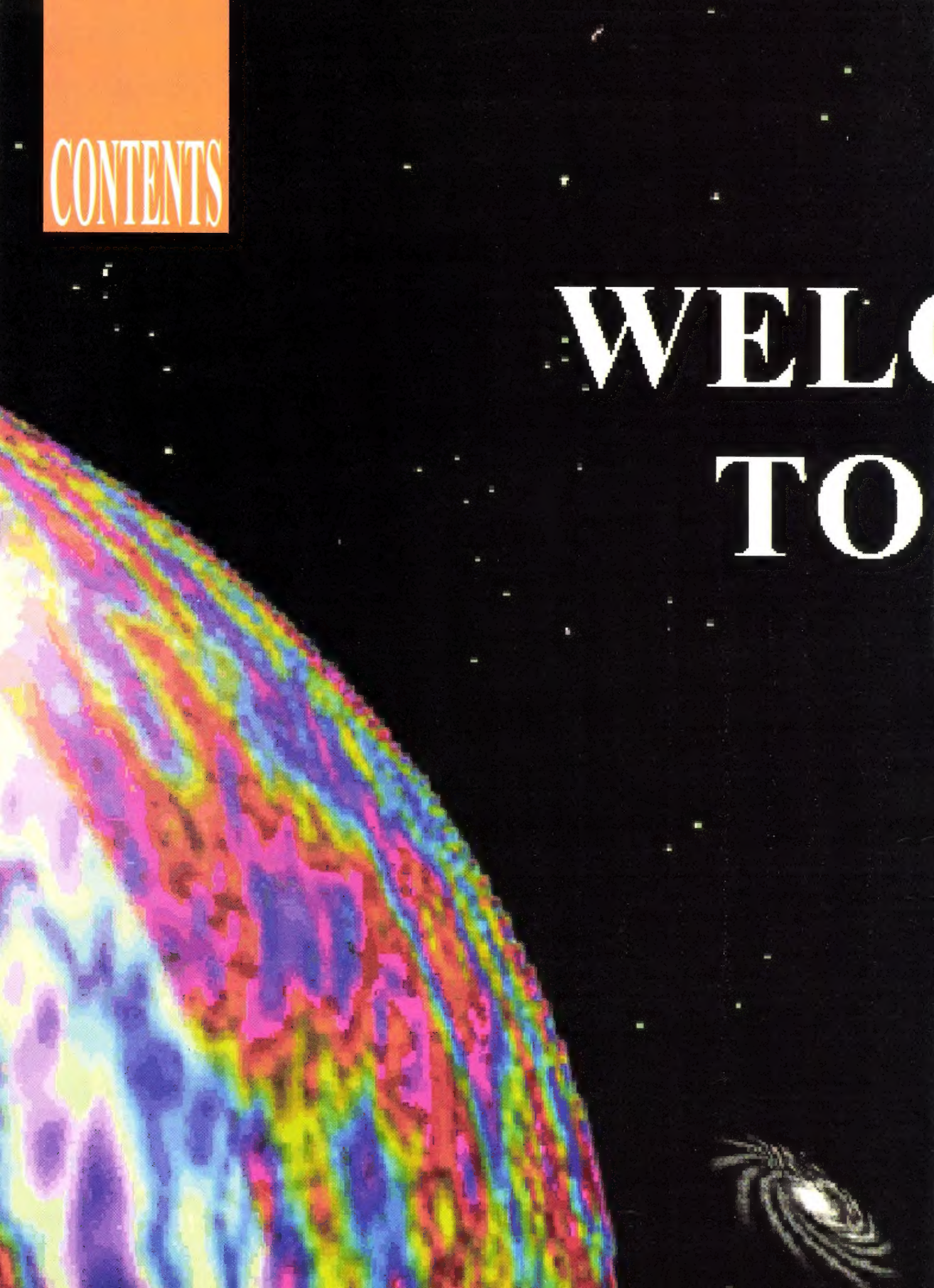
BEGIN. THE ULTIMATE MULTIMEDIA SYSTEM IS READY. ARE YOU?

Ready system on your side. It's powered by an
including 64-bit graphics, a quad speed CD-ROM

SEE, HEAR AND FEEL THE DIFFERENCE.™

NEC

CONTENTS



WELC
TO

FEATURES

INITIALIZE 10
As it does every year, Winter CES closed up shop. For many in the gaming community, it may never open its doors again.

POSTAGE DUE 12
One reader responds to comments about CGR's political stance in a previous issue. Another wants to know why X-rated titles aren't reviewed.

CGR NEWS 18
At CES, a number of companies proudly announced new acquisitions. CompuServe and Unisys clarify their stance on GIF and LZW.

HARDWARE 72
CH Products has upgraded the Virtual Pilot with significant results, and the serious audiophile will want to look at the latest in equalizers.

ADD-ONS AND INFO 80
LucasArts offers an additional set of missions for TIE Fighter and those who want more information on the Mask need look no further.

CHILD SUPPORT 88
Lyriq offers younger users a glimpse at rare and endangered animal species and Bill Cosby makes his PC debut.

SCREEN SAVERS, PART 2 96
In our continuing investigation on the functionality and personal statement of screen savers, we talk with the creator of two of Sony's latest.

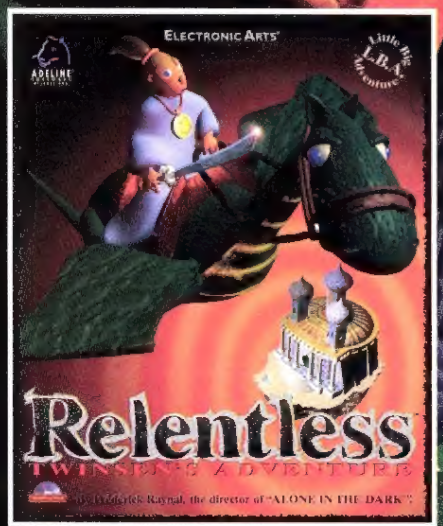
WINTER CES 100
The crew is back from Vegas and has caught up on missed sleep. We'll give you the highs and lows of the show as well as commentary about everything we saw and didn't see.

STRATEGY 122
Let's not mince words: Wing Commander III was the most highly touted release of 1994, and for once in this life, we all got to play a game that actually lived up to and surpassed its hype. So now that you know that, what do you do? You check out our helpful section to get you through those tricky combats and on to the next cut scene.

From Frédérick Raynal, the director of Alone in the Dark™ comes Relentless: Twinsen's Adventure™ ...

a journey into a whole new world only possible thanks to CD-ROM technology ...

This visual feast features Twinsen, the hero lost in a perilous world...



ELECTRONIC ARTS®

Check out the interactive demo on America Online* by using keyword Relentless!

***Don't have America Online? Just call 1-800-827-6364, ext. 10007 for free software and a free 10-hour trial membership.**

© Adeline Software International. All rights reserved. • Adeline Software International and its logo are trademarks of Adeline Software International, S.A. Relentless: Twinsen's Adventure is a trademark of Adeline Software International. • Alone in the Dark is a trademark of Infogrames/ I.Motion. SBI is a trademark of Silicon Graphics Inc. • Electronic Arts is a registered trademark of Electronic Arts.

ADELINE INTERACTIVE ENTERTAINMENT INTERNATIONAL

whose behavior you can modify from normal to athletic, aggressive or discreet...

Follow him through 12 chapters of action across 2 huge hemispheres containing 120 different environments ...

each one packed with puzzles and pitfalls, fantastical vehicles to navigate and magical objects to uncover...

... superior A.I. breathes life into this wonderous voyage, providing an infinite number of reactions to every single action of your own...

You've never experienced anything like **Relentless: Twinsen's Adventure...**

unless of course...

You've been there in your dreams

CONTENTS

REVIEWS

Terrace	Siler/Siler Ventures	24
Front Lines	Impressions	26
Double Talk	Boyle and Elggren, Inc.	30
Heretic	Raven Software/ id Software	32
Inferno	Ocean of America	36
Gazillionaire	Spectrum HoloByte	38
Radio Active	Sanctuary Woods	42
Hodj 'n' Podj	Virgin Interactive	44
Alone in the Dark 3	I•Motion	46
Live Action Football	Accolade	50
Unnecessary Roughness 95	Accolade	54
Hardball 4	Accolade	56
Knights of Xentar	Megatech	58
Star Reach	Interplay	62
MegaMaze	Capdisc	64
L.A. Times Crosswords	Random House	66
Zeppelin	MicroProse	68

ADD-ONS/INFO

The Mask: The Origin	Cambrix	80
Harpoon II Battleset	Three-Sixty	80
Defender of the Empire	LucasArts	80
DungeonBuilder	Vorpal Software	82
Dr. Ruth's Encyclopedia of Sex	Creative Multimedia	84
Webster's Interactive Encyclopedia	Cambrix	84
IQ Test	Virtual Entertainment	84
1995 Grolier Encyclopedia	Grolier	86
The Character Alchemist	Mind Over Matter	86
Smithsonian's America	Creative Multimedia	86

EDUTAINMENT

Discovering Endangered Wildlife	Lyriq	88
Archibald's Guide to the Wonders of World Geography	Swfte	90
Black Beauty	Sound Source	90
Bill Cosby's Picture Pages	Take 2 Interactive	90
Space Adventure	Knowledge Adventure	92
Aviation Adventure	Knowledge Adventure	92
Gus Goes to Cybertown	Creative Labs	94
Kids on Site	Digital Pictures	94
Kidstory: The Yuckadoos	Active Imagination	94

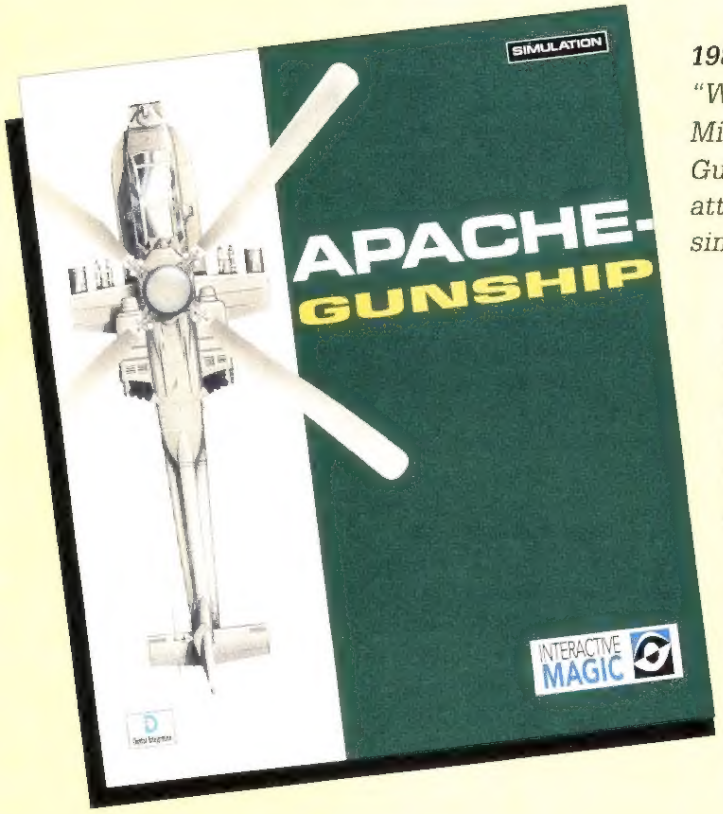
Heretic 32

Alone in the Dark 3 46

Defender of the Empire 80

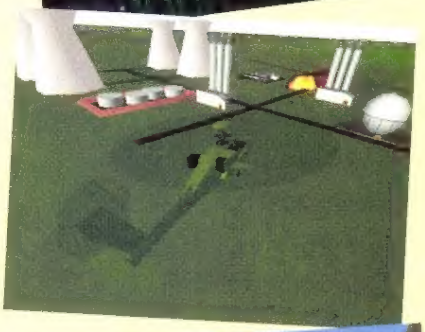
APACHE-GUNSHIP

Armed and Dangerous



1984...
"Wild Bill" Stealey and MicroProse® introduce Gunship® — the first attack helicopter simulation.

1989...
Gunship 2000® arrives, incorporating the hottest technologies and graphics.



Now...
Technology marches on. A new generation must lead the way. Who better to once again push the gaming envelope than the man who's been doing it all along? "Wild Bill" and Interactive Magic.

PC CD-ROM

- ***Hot new 3-D visual technology***
- ***Combat helicopter simulation for the serious sim fan and the first time helicopter gunner in arcade free-for-all level***
- ***Outstanding high resolution low level terrain graphics with highly variable explosion graphics***
- ***Great fun***

"[Apache-Gunship] is going to push all directions in serious combat air simulation to the limit, to produce a system even the most jaded veteran gamers are likely to drool over."

Strategy Plus

INTERACTIVE MAGIC

Digital Integration

For more information call 1-919-461-0722

INTERACTIVE MAGIC
P.O. Box 13491
Research Triangle Park, NC 27709

* MicroProse, Gunship and Gunship 2000 are registered trademarks of MicroProse Inc. and are not affiliated with Interactive Magic.

INITIALIZE

CES ON THE ROCKS

For a show that generates such a large book of exhibitors and such a large amount of hype, the Winter Consumer Electronics Show was sort of a dog. I've come to expect, or at least be able to live with, the logistical problems of cramming that many people into that small of space. Naturally, I'd love to see everyone I need to talk to laid out in concentric circles around our booth, but that's not feasible. And, while we've never had flooding problems before, I wasn't shocked (since apparently Las Vegas was built entirely without manholes) when it happened. These are problems I can live with.

The problem is twofold. First, with a show that takes place less than two weeks after Christmas, there isn't really much in the way of new products to demonstrate. A lot of what we saw were thirty-second non-interactive demos or slide shows. Sometimes, just a release that told us what and when and offered no pictures. The second problem is the bigger one—interactive media have been shunted into a back corner of the show while the bulk areas are taken up by refrigeration and car stereos and the like.

...with a show that takes place less than two weeks after Christmas, there isn't really much in the way of new products to demonstrate.

This second problem is simply one of perception. Video and computer gaming is a major market, with PC sales on the rise and a number of new video game systems being released. I know it sounds like I'm whining, but I'm really tired of being put in the non-permanent structures out behind the main hall. I can live with it, but I don't like it, and there are a lot of people who don't like it. It's the subtle things—cabs are difficult if not impossible to get and shuttles are a ten minute walk away. You feel like a second-class citizen out there, and a lot of people have had about enough of that.

The main problem is the first one stated. There seems to be little reason to continue to have a Winter CES when many of the companies at the show simply arrive so that they have some sort of presence on the floor. If the Electronic Entertainment Expo in Los Angeles in May is anything like the show promoters are hoping, it could well cause the end of the interactive gaming portion of CES.

When you get to the CES portion of this issue, you'll think I'm blowing smoke right now. "Steve," you'll say, "there are tons of games listed on these pages. What do you mean there wasn't much at the show?" Well, like I said, there were a lot of things that were really preliminary. All told, I actually got to play maybe ten games at CES. Most of them were simply a case of "here, watch this." You can't tell game play from a video tape. The reason that we and a lot of our colleagues were quoted on the back of the Outpost box is this one—the stuff we saw looked great.

The most common phrase at WCES was "we hope to have something to show you at E³." Ranking up there with that were comments to the effect of "I don't know if we're coming back next year." Of course, I've only been back a couple of days, and it's way too early to tell if the death knell of Winter CES has been sounded, for this industry anyway.

Steve Honeywell

Build a Railroad Empire with Iron Horses and an Iron Will!

1830

Railroads & Robber Barons™

Roll against history's greatest!

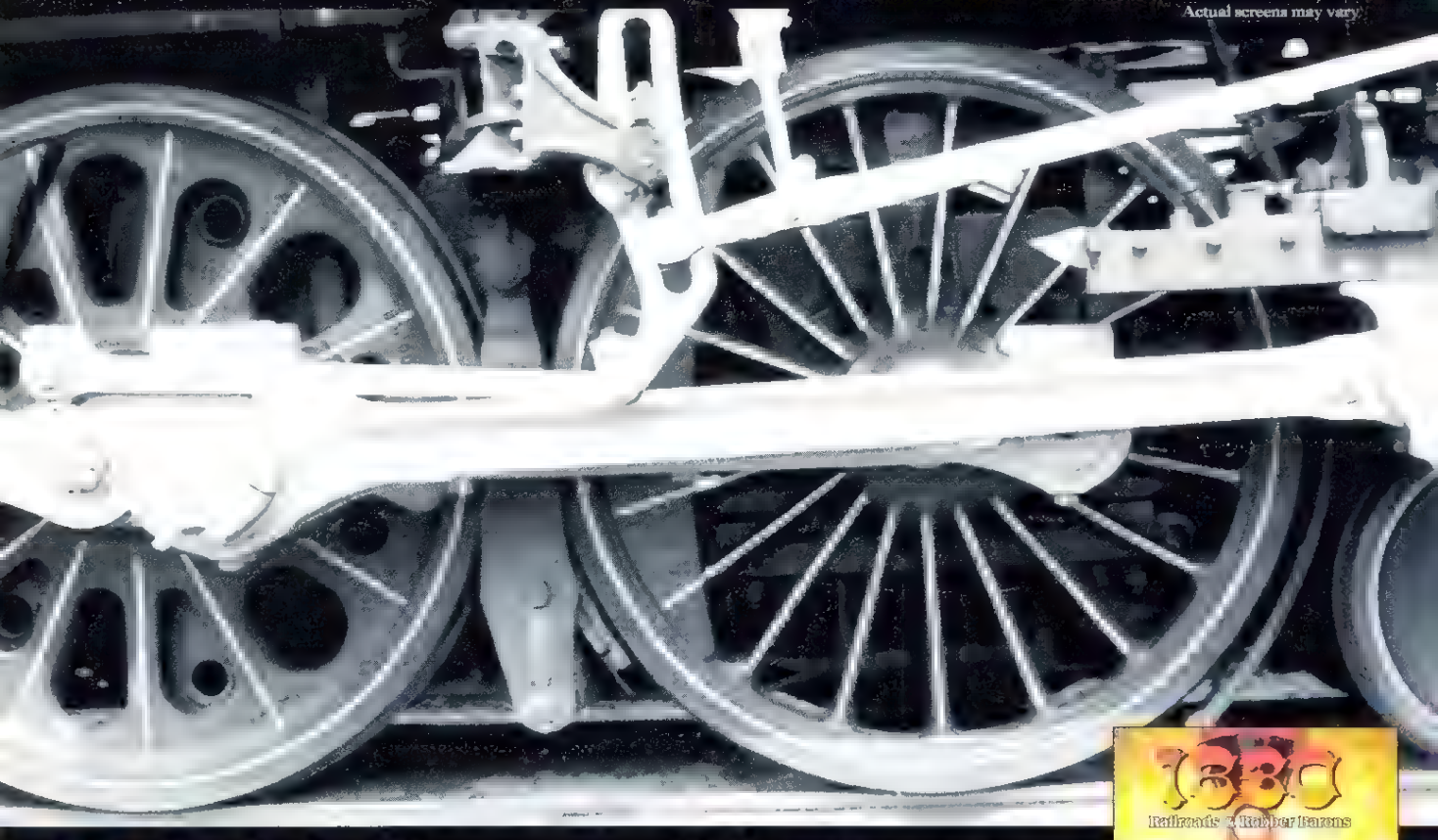
Welcome to the 19th Century!

With immigrants pouring in, America is poised for explosive westward growth. Magnates famed for their greed and business acumen rush to cash in. Can you handle the challenge?

Lay track, build stations, purchase trains, and manipulate stocks to build an empire of iron and steel. History's greatest Robber Barons will try to stop you by undercutting your lines and buying out your stock. Your only weapons are money and trains. Will your empire succeed or fall under the wheels of the competition?

Break through the competition!

Actual screens may vary.



The Avalon Hill Game Company
DIVISION OF MONARCH AVALON, INC.
4517 Harford Road Baltimore, MD 21214

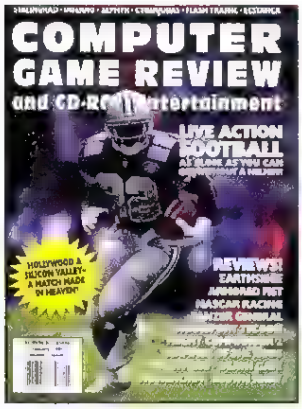
SIMTEX

CD ROM COMING SOON

Available on: PC Compatibles, 386 or better, 4 MB of Ram, 3.5" High Density Floppy, Mouse, VGA color graphics. Sound Support for Sound Blaster AW32, Sound Blaster 16, Sound Blaster Pro and Compatibles, Pro Audio Spectrum and Roland.

1830: Railroads & Robber Barons can be found in computer game stores near you. For order information or for the name of a retailer near you, call 1-800-999-3222. Ask for Dept. 29-5

POSTAGE DUE



Rush to Judgement

I know you are getting tired of numbered letters, but the different points just stand out so much better in them. I will 'letter' this one for a change of pace.

A) To continue beating a dead horse from last month, I would like to start by bashing Seawolf. Great pictures, really neat noises, and the worst game I've ever played. My ancient copy of Red Storm Rising puts it to shame. Funny how MicroProse keeps creeping up...Anyway, it is the last game I bought without seeing the review first. I wish I had gotten it at a store with a return policy.

B) The above as a case in point: you have a great magazine and have already saved me hundreds of dollars over the token amount a subscription costs.

C) O.K., I'm waiting for the reviews of U-Boat PC, M4 Sherman and Dragon Lore. Shouldn't at least two of those have been in the January issue?

D) Han Solo is an obvious follow-up and a smashing good idea. If LucasArts isn't promising it, they need to rethink that like [Intel] rethought its Pentium return policy.

E) Glad you stuck the two mags back together again.. and there was much rejoicing. Yea.

F) Game Over. Who cares? Read it or not.

G) Steve, you said your personal best on X-Com was late September, 1999. What difficulty was that on? Game of the year, hands down.

H) Sometimes I feel I'm one of the only people who actually goes out and buys computer software. Obviously this isn't true, because the industry is still alive. It's all about doing the right thing, though. Anything else is just a cop-out excuse for stealing. The people who write a game deserve to get paid for it, and prices aren't going to come down until sales go up.

I) There is this nagging trend in software these days to use actual images of people as characters in the game. Granted, this would be O.K. in some realms, but generally I think it detracts from the game. Take Falcon 3.0 for example. All the pilots in the squadron are real photos. None of them look like me, most don't look like pilots at all, and their uniforms are all wrong. Trust me, I know. I much prefer the abstract, generic or cartoon-like approach to this subject, like X-Com (gameoftheyear) did. It leaves a little unfinished bit to spark my imagination. Any takers?

J) Lastly, Steve, I thought you were far too gracious to Terry ("No Dittos Here..." January Postage Due) in not hanging him with all the rope he gave you to do it with. At the risk of over politicizing this column, I beg to have the honor. In fact, he deserves a mini-numbered letter all his own (sorry, I lied about the numbers bit earlier).

1) 38 million Rush viewers is an exaggerated number. Even so, the country is over 230 million. Work the math—Rush is not middle of the road. Of those viewers, many don't listen—they laugh. Of those that do listen, most aren't so close-minded as to stop subscribing to a publication because of one review differing from their own opinion. It really is O.K. for someone in the world to have different beliefs than your own. It's what makes the world tick.

2) A disservice is never done by bringing political discussion into a public forum.

3) Rush had nothing to do with the success of Snapple or Florida Orange Juice, both of which predate him by a long shot.

4)"...Factually reporting the unbiased and previously hidden truths about our government." Are those Rush's words or yours, Terry? Never believe what the horse says about himself until you check out the facts independently. You've been brainwashed. Don't feel bad—you're not the only one and it's not the first or last time it will happen. There was this dude in Germany about 50 years ago. He led an entire country down an emotional and sincere, yet irrational path, which led to the deaths of a lot more people than you claim Rush has viewers.

5) I have listened to his show. Frankly, he scares me. It's not because he has the views he has, but because he takes extremist, sexist and racist ideas combined with misinformation and cloaks them subtly in seemingly harmless witticisms and self-proclaimed "factual, unbiased" reporting. Then he tries to get others to believe it as gospel. It's called propaganda, and the dude up in paragraph 4) was quite good at it. To get at what he is really saying and implying, one has to read between the lines and be educated in the details of the particular issues. Unfortunately in our surface-image pop-culture, most don't dig that deep. They just say 'ditto."

6) Here's a big clue on politicians, Terry. There isn't such a thing as a politician without skeletons in their closet. You have to sell your soul to too many "special interests" along the way to go that far. If we level the playing field that way and take another look at Clinton, you can say what you want about the man, but he deserves a hell of a lot of credit for addressing critical issues that needed to be addressed years ago, but weren't because they were considered political suicide to touch them. Who would you rather have in

Never believe what the horse says about himself until you check out the facts independently.

CGR readers continue to Rush to judgement...

off ce—someone who gets us to ta k about the ssues or someone who tells you what you want to hear for popularity's sake?

7) Enjoy your screen-saver

David Butler
Wichita KS

P.S. I looked through all my back-ssues trying to find the review on Megadittoes to no avail. Which ssue was that? I did read the letter Terry referred to, by Frankie Carle, though, and it seemed quite civil—unlike Terry's

I think this is a new record for lettered/numbered letters, with a full 17 comments. Wow!

A) Returns should be more palatable to the average store with the predominance of CD-ROM.

B) Thanks

I strongly believe that you should review adult CD-ROM games just like you review other not-so-revealing computer games.

C) Our policy is to review the first version of a game on the shelf. U-Boat and M4 were Mac first, and were reviewed as Mac products. Dragon Lore was in Feb.

D) I agree. I wanna play Han.

E) And in the frozen land of Nador, they were forced to eat the polybag. And there was much rejoicing. Yea.

F) Read it, please. It's sometimes tough to write.

G) Medium difficulty, and it was right at the end of September.

H) Yep.

I) My problem with the digitized look is that I play games as a way to get away from the real world, and digitized video hampers that. Games should be realistic but not real life.

J) Hang away...

J1) It's also the basis of this column.

J2) But please, let's not get too political. This is a gaming mag.

J3) True, but Florida Orange Juice certainly owes a debt to the right wing and Anita Bryant. Florida Orange Juice—it's not just for liberals anymore (thanks, Taso).

J4) "Emotional and sincere, yet irrational..." That's as tactfully put as I have ever heard.

J5) Well stated.

J6) Regardless of who is president, and what you think, that person is the President, and as such deserves some amount of loyalty. I admit to not being a huge fan of George Bush, but hey, he was still the President. You should respect that. My objection was not with Terry's displeasure of Clinton but with his assertion that Clinton was 'my President' and not his. Hey, Clinton is America's President, like it or not.

J7) For lack of a better word, ditto.

Megadittoes appeared on page 56 of the September 1994 issue.

Wing-III-TIE-Fighter-the-Inevitable-Comparison

I wanted to be one of the first to start the Wing Commander III vs. TIE Fighter debates, so here goes. Wing Commander III by far is the best space flight simulator out there, period. TIE Fighter's graphics were good, Wing Commander II.'s graphics are fly-by-your-seat-dodge-the-missile-Kilrathi-on-your-tail-flying-by-a-meteor-watch-out-for-the-laser-flying-by-the-cockpit-over-the-carrier-by-the-exploding-ship kind of graphics. TIE Fighter had cut scenes. Wing Commander III has sit-down-and-eat-popcorn-next-to-your-date-by-the-big-screen-with-a-hotdog-and-a-beer-sitting-by-a-couch-with-a-remote-in-one-hand-and-a-sandwich-in-the-other-while-you-go-to-the-movie-rental-store-and-get-a-space-action-movie kind of cut scenes [*Hang on, folks. He's just getting warmed up-ed*] TIE Fighter had excitement, Wing Commander II has [*sigh-ed*] fly-by-your-seat-while-dodging-the-bullets-going-one-thousand-miles-an-hour-strapped-to-the-seat-of-a-plutonium-powered-mega-machine-whiz-your-pants-and-scream-for-mercy kind of excitement. TIE Fighter was good, Wing Commander is one-hundred-percent-without-a-doubt-the-best-in-the-world-number-one-on-the-1st-go den-triad-award-100,000-copies-sold-breaking-records-best-in-the-universe kind of game.

IS THAT A FLOPPY IN YOUR DRIVE, OR ARE YOU JUST HAPPY TO SEE ME?
When a new media is invented, one of its first uses is for pornography and other prurient interests. CGW has maintained a stance of not reviewing X-rated material. One reader questions our current PG-13 rating.

POSTAGE DUE

The CGR Review Breakdown

All numerical scores are based on a 1-100 scale, with scores in above 90 indicating a superior effort.

The numbers along the side of each review indicate how each reviewer feels the game rates in each of the five different areas. While each of these factors is important in determining the reviewer's final score for the game, they are in no way intended to necessarily average out to that reviewer's overall score. The average score for each game is the average of the three overall scores for each reviewer.

Games that average 90 or above receive the CGR Golden Triad award. A game that averages 95 or above receives the Platinum Triad.

PC games are reviewed on Myoda 386 and 486 PCs and a Falcon Northwest Pentium using a variety of sound cards and controllers. Macintosh games are played on a Quadra 800. CD-ROM titles are played with double and quadruple-speed drives.

Send Your Comments To:

Postage Due:
Computer Game Review
1920 Highland Ave.
Suite 222
Lombard, IL 60148
send e-mail on CompuServe to:
75052,1672

On another note, I was concerned about a review that Ted did on Front Page Sports: Football '95. Come on, Ted, is it just that you don't like football? How could anybody give FPS Football '95 such a low score? It is absolutely the best football game out there.

And one final note: I was very concerned about the letter in the January mag concerning the Ditto screen saver. I am a very conservative person, but I am NOT a crazy-kill-the-president-go-to-the-post-office-and-kill-10-people-whi.e-I-eat-a-heart-and-shove-it-down-a-Democrat-while-I-worship-Rush-Limbaugh-and-have-wild-dreams-about-him kind of person like the friendly Terry Donaldson. Hey, Terry, you're making us conservatives look like fools. Get a shrink.

Thank you for your time. I would like to end this letter by giving Origin a message. Hey guys, I loved your game, but would it not make it better for the average consumer to be able to play the game and not a millionaire business man [working] on a 986/two billion Mhz with 100 Meg or RAM computer? I mean, the game recommended a Pentium 16...come on, guys.

Joe Folley
Handford, CA

Let us congratulate you for writing a one-in-a-million-never-to-be-repeated-starting-up-a-new-topic-out-of-an-old-topic-stringing-together-lots-of-words-with-hyphens kind of letter.

Actually, I don't know how much debate we'll have on this topic. As good as TIE Fighter was and still is, Wing Commander III is graphically better, plays just as well and has a better narrative element.

Ted's review of FPS: Football much like all of the reviews from Kevin, Ted and Tasos are simply their opinions on a particular product. Obviously, the review was pretty mixed, and there were some heated discussions here when that issue went to press, I can assure you. However, it is the policy of this magazine and mine that a reviewer's opinion and scores should, in general, run inviolate.

Terry Donaldson's letter has generated a number of letters, not only from the left wing, but also from the right. It's nice to see that a difference of political or personal opinion isn't cause for overreaction from 99.9% of the population.

Origin's reputation has always been that it creates games for the cutting edge of the market. One gets the impression that the downtime between system upgrades (like between the Pentium and the proposed P6) is a time of frustration and boredom at Origin. We played Wing Commander III some on our Pentium 90, on which it flew, and some on one of our 486/66 machines. On the 486, it was a bit chunky at times when played on medium detail, especially in some of the harrier missions, but it was always playable. I will admit that often times the minimum system requirements listed on the box should be taken with a grain of salt (another offender was UAKM with minimums of a 386, etc.), but most of the time, the game is playable.

Wing Commander III has awesome cut scenes.

A Window on Trouble

First, I want to tell you how valuable your magazine is to me. There have been many times it has saved me from buying second-rate games with my less-than-plentiful money. Keep up the good work.

Second, I have frequently considered writing to you, but have decided my topic was not important enough. After the past few months however, I have run into a problem which I consider worth voicing my opinion on. Since I purchased my CD-ROM drive in the middle of this year, I have purchased quite a few CD titles, some DOS and some Windows. All of the DOS titles (Dracula Unleashed, Day of the Tentacle, Kyrandia 3) run excellent despite the fact that I only have a 486SX 33 with 4 Mb of RAM. The Windows titles on the other hand (Psychotron, Wrath of the Gods, King's Quest VII) run unbearably slowly. What I am trying to understand is why any software company would make a game for Windows when it runs better in DOS? Is the GUI appearance the only reason? If so, I would much rather have to maintain a knowledge of DOS and deal with its "unattractive" appearance than have to continually hand out more money to keep a system that can handle the Windows titles. In many ways, I find DOS easier to maintain than Windows. At least I always know what's what and where things are going when I use DOS (Windows just does whatever it wants). In my opinion, the consumer should have the option of purchasing the title for whichever operating system he chooses. I do not like being locked into one or the other. Given the opportunity, I will always choose Windows for my applications because of the GUI, but with games, DOS is my definite choice. More than likely, there are others who would rather spend the money than have to take the time to learn DOS. I know that Windows is supposedly the "future" of comput-

Given the opportunity, I will always choose Windows for my applications because of the GUI...

"*Triad* is a truly awesome game." But don't take our word for it.

RISE OF THE TRIAD

DARK WAR

"*Rise of the Triad* is sure to have every *DOOM* freak in the world lining up just to drool all over it."
— *Interactive Entertainment*

"*Rise of the Triad* provides everything an action gamer could want."
— *Computer Game Review*

"This game is the most multiplayer-friendly product we've seen. DeathMatch will never be the same again."
— *Computer Gaming World*

Team your opponents with RemoteRidicule™ during 11-player network games.

Gen Country. mA Violence Level Adjustment™ lets you choose how much gore you want it!

Choose one of five unique characters (male or female) on over thirty levels of action!

This is the game you've been waiting for. An all-out blast-fest. The unrelenting blood and fire rampage of your most twisted nightmares. With ten incredibly vicious weapons, you annihilate the enemy. Your machine gun blasts holes in the walls. Sparks and metal fly as you blow apart everything in sight. Mass destruction has never been this fun!

Gen

Licensed by Apogee Software, Ltd. and exclusively sold by Formgen Inc. ©1994 3D Realms Entertainment. All rights reserved. Available on disk and C.D. for IBM PC and compatibles. Requires 486 (or faster), 256 color VGA, 4 megs RAM, DOS 5.0 (or greater), mouse, and supports sound cards. Artwork © Jim Norris and Paul Mudra (not to be used or reproduced without permission).

POSTAGE DUE

The CGR Reviewers

Kevin: While he doesn't usually choose to play sports games, Kevin has been seen working with an early version of Blood Bowl from MicroLeague. He's had an unusual glint in his eye all week as well, which means if you walk past while carrying an oblate object, prepare to get hit.

Ted: Unusual for Ted, who normally finds one game a month to get completely absorbed in, he hasn't been playing an incredible amount of anything lately. He has been going through significant withdrawal symptoms without his daily does of Warcraft, however, so he's been a tad touchy.

Tasos: Ever since he saw Brett Hull Hockey at CES, Taso has been itching for a final copy. This isn't the norm for the typically unexcitable Taso whose change of expression is usually movement of an eyebrow. However, he's remained non-volatile, something of a relief to all of us.

ing, but with all the problems of Windows 3.1 and probably the problems of Windows '95, it just doesn't make sense to me.

Third, I would like to express my complete disgust with those who write in to CGR with no purpose but arguing with and insulting the editors or reviewers. I am not talking about those who politely correct a mistake or politely tell of a disagreement. Everyone certainly has a right to his opinion, but the methods used are completely uncalled for. In my opinion, if these people feel that CGR is as bad as they like to accuse it of being, they should find another magazine.

Finally, I close with a question which has been asked frequently and will probably continue to be asked: When are we gonna get a good (and don't forget fun) basketball sim?

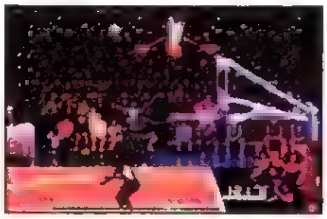
Brent Harris
Freetown, IN

First of all, if you are running Windows with only 4 Meg of RAM you should really consider upgrading to 8 Meg, and not just for the games.

Ideally, it would be great to be able to choose your format for every game, but this is simply not feasible. Every new format costs money to create, and in many cases, the company doesn't want to spend those dollars. Think about how the typical Mac gamer (like me) feels.

Windows is "the future" of games only because Microsoft is making it the future of games. However, there is a groundswell of gaming being created specifically for OS/2 Warp.

Regarding abusive mail, we don't print the really abusive stuff because it has no place in this magazine. Everybody in any sort of public eye is subject to that, and it happens all the time (I have proof. Occasionally people get addresses mixed up and I get "hate" mail intended for the competition)



NBA JAM: It's not exactly hoops, but it's close.

Regarding basketball sims, boy, I don't know. I would love to see an entertaining hoop game, and while NBA Jam Tournament Edition is on the way for the PC, it's not something that really conforms to the rules and constraints of basketball

Suggested Minimums...

And now for my numbered letter! Just joking! For your sake I've decided to try something different (a format you may even like).

Non-sequitor: Great mag. 'Nuff said.

Statement: I really appreciate the fact that you started reviewing the CD-ROM games with the rest of the games. I don't understand the misconception that CD games are any different from the rest of the games that come on 3.5" disks. Essentially, the only difference is the fact that CDs can hold more data so the games tend to have better graphics. Anyway, I appreciate te more informative reviews of the CD-ROMs.

Nowadays the system requirements on the side of the software box just won't cut it.

Question: Can you do me an eensie-weensie, itsie-bitsie favor by changing you mag (Hold on, it's not that big of a deal)? I just think that you could sacrifice one tiny section for the overall betterment of your magazine. You could remove the "Software Rolodex" area in each of the reviews (I'm not sure how many people actually use this anyway), and replace it with something really useful. Nowadays the system requirements on the side of the software box just won't cut it. It's becoming harder and harder to tell if your system will run the game well (I emphasize "well" because there is a big difference between running and running well) on your system. What you could replace it with is a "Recommended System" box where you could list what processor, how much RAM, what sound cards, etc. you will need to have an enjoyable gaming experience. This is a feature that I think all gamers could use. Unlike the Rolodex.

Hopefully, you will take my suggestion seriously because it's a feature that no magazine should be without.

And with that, all I can do is wait for your next installment.

Owen Mackwood
Rocky Mountain House, Alberta

Originally we separated the CD-ROM products from the rest of the reviews because there were a lot of significant differences, and because in the early days of CD-ROM, there weren't a lot of what you would call "games." Over the last couple of years, more and more games are being released on CD-ROM first or exclusively. To place them into a separate section now would be creating a needless classification.

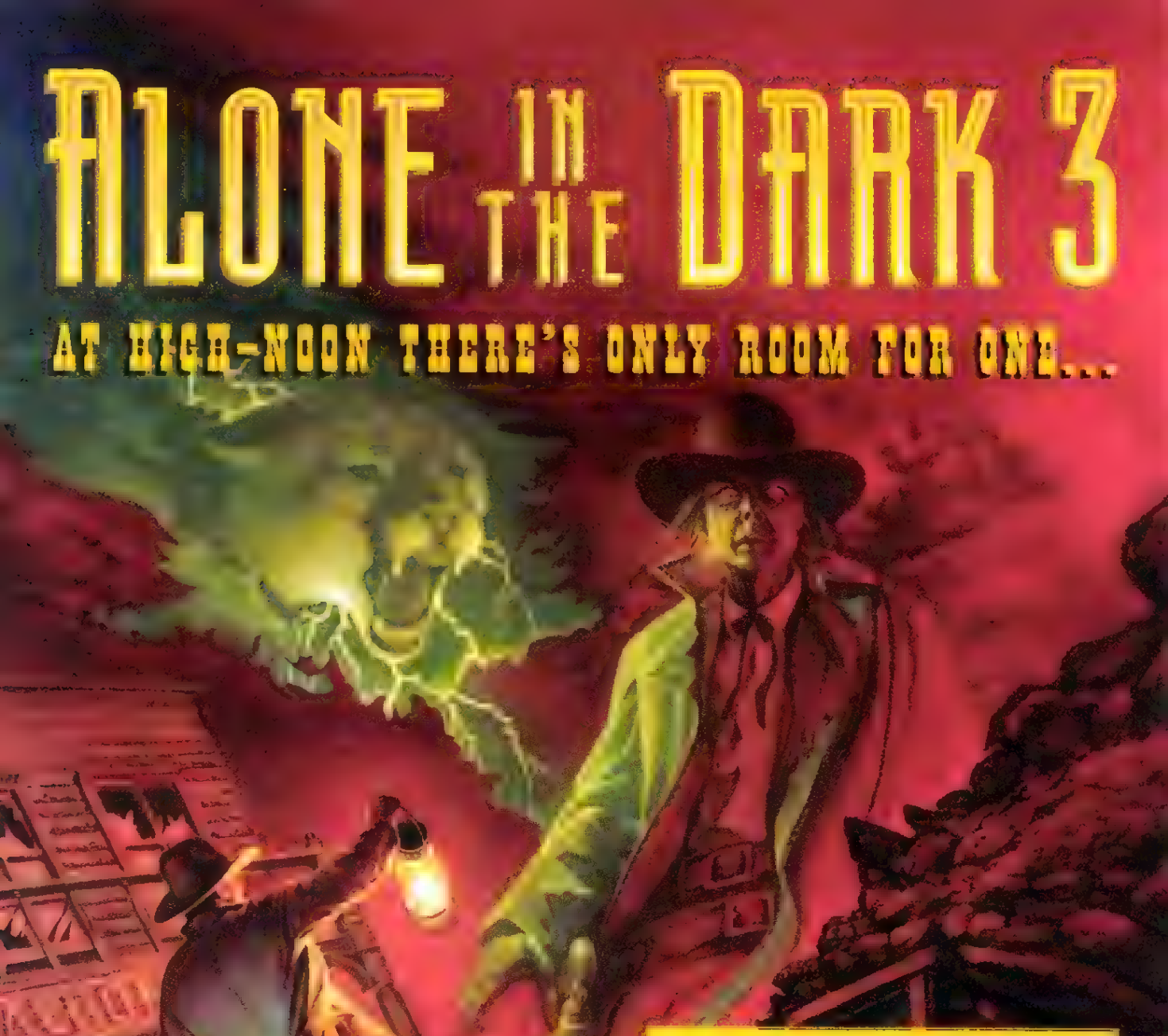
The Software Rolodex is included because it usually contains what we consider important information—how to get in touch with the company producing the game in question. If you want to order it (for instance, if you don't live close to a software store) or have problems with it, we think the Rolodex is a good way to let you know how to contact the people you need.

Suggested minimums are a good idea, and they are something that we will be considering including. The considerations on our side are several. First, the idea of "running well" is a rather subjective one. There are those (I know, I have letters) who feel that Wing Commander III was choppy but playable and fun on a 486/66 with details set at medium. There are also those who feel that the game play under those constraints is simply unacceptable.

In short, the suggested minimums on the side or bottom of a game box are already what you are asking for. These are the minimum requirements from the company who produced the game for what they think you need to run the game well. Most will include a minimum followed by a recommended set-up if they think that could be an issue. Still, we'll give it some thought.

ALONE IN THE DARK 3

AT HIGH-NOON THERE'S ONLY ROOM FOR ONE...



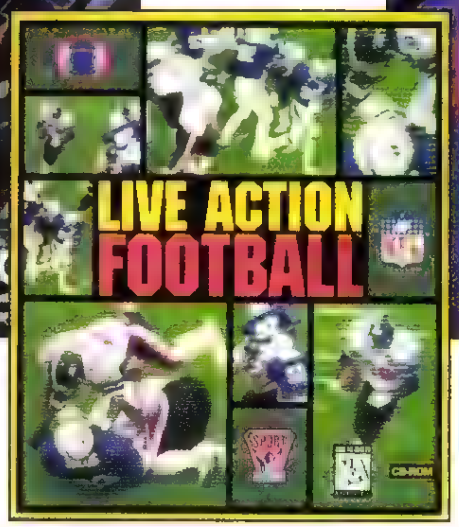
Saddle-up for a 3D adventure in the wildest west ever. As 1920's supersleuth Edward Carnby, you'll solve puzzles and uncover clues explaining the disappearance of Hill Century Studios film crew. Last seen on location in Slaughter Gultch – where even tumbleweed fear to roam – you'll have to use your investigative expertise and your six shooter. Enjoy up to 70 hours of dodging outlaws on the way to your final showdown to save the young heroine, Emily Hartwood. So, sharpen your spurs and get ready for the draw... you can't imagine how wild the west can get.

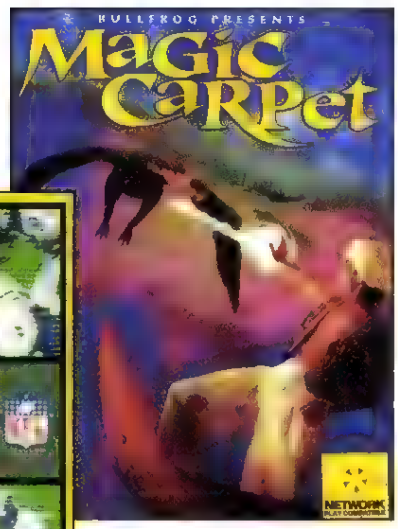
Your Wild West adventure is now available on PC CD-ROM.
It's Windows compliant and Sound Blaster compatible.
For more information, call: 800-443-3386.

Todd McFarlane's Spawn comes to the PC via a deal with Sony Imagesoft...

Mark Hamill goes back to work for George Lucas...

Shatner signs a deal to bring the TekWar series to computer gamers...





Corporate Buy-Outs All the Rage

CES was rampant with stories of companies being bought by larger entities. Acclaim, American Laser Games, Warner Music and Electronic Arts all recently walked away with former independents under their corporate wings.

Financial details were not disclosed in Acclaim's purchase of Iguana Entertainment, the development company responsible for NBA Jam and NFL Quarterback Club. With the purchase, Iguana becomes a wholly-owned subsidiary of Acclaim, and will maintain its offices in Texas and the United Kingdom.

Iguana becomes the latest of such corporate buy-outs in the gaming world. This move gives Acclaim a more solid in-house development base. The move is made all the more intriguing considering Acclaim's latest motion capturing technology. Combined with the proven track record of Iguana and its past products, such a combination could be an extremely strong one.

In addition to its creation of NBA Jam and the NBA Jam Tournament Edition, Iguana has developed for a number of platforms, including the PC. This only strengthens Acclaim's nascent position in the burgeoning PC market.

Although Accolade is calling it a significant minority interest, buying into one-third of the company really stresses the significance. For $12 million, Warner Music Group, a division of Time Warner, has also acquired the worldwide distribution rights to all existing and future products developed and published by Accolade.

In North America, Accolade products will be manufactured, packaged and distributed through the Music Group's recently announced multimedia publishing and support unit, WarnerActive. In the rest of the world, Warner Interactive Entertainment, the multimedia unit of

Warner Music International has entered into an exclusive licensing agreement for all Accolade products

For Accolade, this means additional funding for future product development and the freedom from having to distribute their products themselves. The company now feels that they will have a greater ability to put more effort into product development. Warner will only be handling distribution and sales with no form of input into production.

The acquisition of Quantum Quality Productions by American Laser Games came as something of a shock to many. The deal makes QQP a wholly-owned subsidiary of ALG, subject to the approval of the stockholders of QQP and to certain closing conditions However, this deal looks as if it will be approved

The merger is an interesting one, blending ALG's known talents for full-motion video, particularly in the realm of action games and QQP's talents as a developer of strategy titles

American Laser Games' purchase of QQP gives the company that national and international distribution rights for all QQP products and could possibly entail porting some QQP games over to different gaming platforms

Electronic Arts' purchase of Bullfrog Productions makes the European company the third such acquisition by Electronic Arts since mid-1991. At that time, EA purchased Distinctive Software. In 1992, the company purchased Origin Systems

While the Surrey, England-based Bullfrog has generally produced titles that were distributed by Electronic Arts, this current deal, effective January 24, 1995 makes the company a wholly-owned subsidiary of EA.

TODD MCFARLANE AND SONY HAVE <ARIEN> SPAWNED...

POWERED SPEAKERS
FOR THE POWER HUNGRY.
Sit up. Lock up. Grab the stick. Pull the trigger. Blast the Zurtrons. Escape through hyperspace. Then cool down with some hot jazz. Feel the sound? The rush? The riffs? No?
You need a set of YST-M10 powered monitored speakers. Hungry for more? Just add a YST-MSW10 powered subwoofer. Call 1-800-333-4442 for the launch base near you. Tell 'em you're power hungry.
YAMAHA
©1994 by Yamaha Corporation of America. All rights reserved. Yamaha, YST, and the Yamaha logo are registered trademarks of Yamaha Corporation of America. Lunicus game artwork provided courtesy of Cybertrix, Inc. Lunicus game available on CD-ROM.
Yamaha Corporation of America, Computer Related Products, 6600 Orangethorpe Avenue, Buena Park, California 90620.

CGR NEWS

Looking a .GIF Horse in the Mouth

Of late, CompuServe has been abuzz with tales of woe from users Unisys and CompuServe have actually started (gasp) demanding money from users of the .GIF format and LZW compression. Wild rumors started flying around, not the least of which was the Unisys was going to start asking end-users for $1 per Meg of .GIF files they possessed. Nothing could be further from the truth. Both Unisys and CompuServe have come forward with statements that clarify the positions of both corporate entities

In 1985, Unisys created the LZW file compression format and received a patent for the development of said technology CompuServe, meanwhile, created the .GIF format for pictures with LZW imbedded in the format, believing that LZW compression was public domain

In 1993, the two companies began negotiations to determine how Unisys could uphold its patent rights. CompuServe paid a one-time fee of $125,000 and maintains a monthly fee However, realizing that more than CompuServe itself was using the GIF format, negotiations continued. An agreement was finally reached that enables shareware developers to use the .GIF format and LZW compression by becoming a sublicensee under CompuServe. The price for this is a one-time registration fee of $1 and a 1.5% or 15 cent royalty (whichever is greater) from each registered copy of the shareware that uses this technology According to CompuServe spokesman Russ Robinson, the fee usually turns out to be 15 cents per share, and of that 15 cents. CompuServe retains 4 cents to help defray

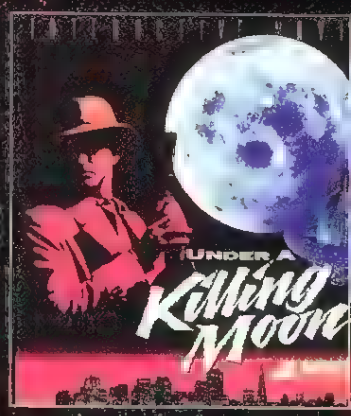
THE HOT NUMBER

5

The number of clicks it takes to get a human to say "Why do you keep touching me?" in Warcraft.

UNDER A Killing Moon

ACCESS Brings You the Greatest Virtual World Interactive Movie!



This category-creating Interactive Movie from ACCESS Software goes light years beyond any other product labeled "interactive." **Under a Killing Moon** takes you to the streets of post World War III San Francisco and casts you into the role of Tex Murphy, Private Investigator, who first appeared in Mean Streets, and Martian Memorandum. **Under a Killing Moon** is a Virtual World full of people and places so richly detailed you'll feel like you're actually there.

ACCESS SOFTWARE INCORPORATED

4910 W. Amelia Earhart Dr.
Salt Lake City, UT 84116
1-800-800-4880

Format: 4 CD's for MS-DOS

Now Available! Now Available! Now Available! Now Available! Now Available!

costs while the other 11 cents goes to Unisys. Robinson stressed the CompuServe is making no money from this situation but is agreeing to it to help designers use the GIF format.

According to Robinson CompuServe does not require developers to become sublicensees, but maintains that anyone who finds fault with Unisys' claim has to take that claim up with Unisys and not CompuServe.

Additionally, both CompuServe and Unisys stress that this royalty claim is made only for products developed on or after January 1995. No claim will be made according to a recent release from Unisys, for inadvertent infringement made before 1995, or for non-commercial or non-profit uses of GIF-based applications, although enhancements of previously released products will need to be licensed. Both companies stress that there is no charge involved for the end-user.

Mark Hamill Goes Back to Work for George Lucas

Mark Hamill is going back home to the company who gave him his start. Eighteen years after he starred in "Star Wars" Hamill is again working for a Lucas company—LucasArts Entertainment—as the lead voice-over actor in the coming computer game Full Throttle.

"I love the characters I'm playing in Full Throttle," he says. "The characters I play...are great fun because they're a sort of Sydney Greenstreet-kind of evil personified."

embezzling creep."

such a response from the audience" even if that response is pure

Tim Schafer, Full Throttle project leader, says Hamill voices Ripburger

Hamill also plays the voice of Emmet, described as a foul-tempered and a foul-smelling fertilizer trucker. His other character, Todd, is a crass, grouchy loud old man who lives in a trailer and owns a junkyard. Hamill describes Todd as "very blue collar."

days, but his most impressive line of work has been in voice-overs. He

acclaimed Gabriel Knight: Sins of the Father and had a full motion

"All my life I sort of imitated people and loved the sound,

a murder committed by Hamill's character

various villains to clear his name.

Pinky & the Brain, Kathy Soucie

in the first half

What Reviewers are Saying:

"Lots of games claim to be pushing the envelope—*Under a Killing Moon* **blows it to smithereens!"**

—William Trotter, *PC Entertainment*

"*Under a Killing Moon*...the most elaborate graphic adventure to date. **A ground-breaking CD adventure!"**

—Joyce Worley, *Electronic Games*

"*Under a Killing Moon* combines the best elements of movies and computer games and creates an amazing interactive experience that's better than either of them. **It literally pulls you into the screen."**

—Denny Atkin, Entertainment Editor, *Compute*

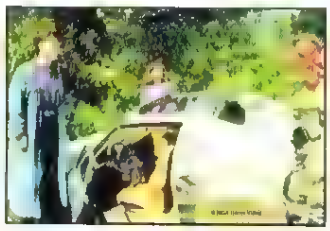
Available! Now Available! Now Available! Now Available! Now Available! Now A

TekWar Comes to PC

Already Christmas '95 game releases are being planned and if the debut of the television series is any indication at all, Capstone's TekWar game is going to be among the hottest of the season.

The Miami-based publisher is teaming up with William Shatner to produce a game based on his best-selling TekWar books, the subsequent films and now the cable television series. "It's exciting to work with Bill Shatner," says Capstone Director of Development Amy Smith. "And it's equally exciting for me because I signed the license—it's been a long time coming."

Capstone Communications Director Tony Panaccio says licensing the high profile TekWar was a "logical progression." IntraCorp (parent company of Capstone) president Leigh Rothschild was out years ago licensing products for use in computer games and this license is a particularly sweet accomplishment. The TekWar series debut in January on the USA Network with the highest ratings ever garnered by a cable show. Rothschild says Capstone wants to produce a game which is "worthy of both our names."



The game will be using an exclusive 3D engine designed by Apogee after they released their game Rise of the Triad. "It's fifty percent better [engine] than the Doom engine," says Amy Smith. "It will even have mobile cars, which is kind of nifty." There will also be a quality story says Smith. "It will be a story with a beginning, a middle and an end. It will be more than hack 'n' slash." She says it will have all the elements which made the films and the series so popular.

Quality is what Capstone is striving for according to Panaccio. He says they don't want just any license, but a license which will translate well into a computer game. "We're not selling lunchboxes here," he says. Capstone is trying to bring in the people affiliated with a license into the creative process. He says this is their idea of becoming partners with licensees in order to produce the best game possible. In this way he says "creativity drives the project, not technology."

The technology, though is ambitious. The 3D engine will purportedly have the ability to see above and below the usually 360 degree viewpoint. Also, there will be a "broader" range of motion which will allow the player to move laterally and view objects high above and below them.

IT'S JUST WRONG!

We came across this tempting tidbit at the local grocery store. According to the flack on the sides and top of the package, Frank's Quality Kraut Juice has "established itself as a 'deliciously different' drink." Those quote marks really bother us. We also discover on the label that this product is "just naturally good." Mmmmm. Serve it icy cold!

Even more disturbing is the realization that the packaged contains three cans (each with 75% of your daily sodium allowance) each of 222 milliliters. Do the math—Frank's Quality Kraut Juice, now in **666** milliliter packages!

Atomic Discharge in V for Victory Case

The unfortunate demise of Three-Sixty Pacific has had a number of repercussions. The most significant of these regards the licensing and marketing debacle currently surrounding the V for Victory series of titles created by Atomic Games for Three-Sixty.

An out-of-court settlement prevented Three-Sixty, which owed a sizable sum to Atomic Games, from further licensing the V for Victory games. Contacted by Mainstream America to create a CD-ROM compilation of the products, Three-Sixty approached Atomic, but was turned down twice. According to former Three-Sixty president Tom Frisina, "This was the last time the subject of V for Victory was ever discussed with me until Nov. 15, 1994," when a phone call was received alleging that Three-Sixty had forged Atomic Games' president Keith Zabalaoui's signature authorizing the creation of the compilation CD's by Mainstream.

Frisini, upon looking at the contract in question alleges that his signature is a forgery as well, stating "The date of the signature, Sept. 20, 1994, four days before the sale of Three-Sixty to Intracorp...was reflective of how preposterous the allegation of my forging a signature actually was. A forgery as flagrant as that surely would not go unnoticed."

Zabalaoui contacted Mainstream after a friend saw a compilation product. Mainstream countered with the claim of a signed contract, which they forwarded to Zabalaoui. He says "Someone signed my name—it doesn't even look close to my signature."

At this time, Zabalaoui has hired a questioned document examiner (a handwriting analyst) to look over the document and determine who signed what. Mainstream America is cooperating in the investigation according to Zabalaoui, who hopes to find answers to this increasingly thorny problem soon.

You can hear your breath,
your boots pounding on metal stairs.
There's only one way out.
20 more feet...15...10.
You're almost there when suddenly
from out of nowhere
an 8-foot-tall green alien drops down
and lunges at you with a spear, leaving you
approximately .08 seconds to act.

This may be a good time to
mention the superior processing speed
of a Power Macintosh.

For vastly superior game play, arm yourself with a Power Macintosh computer. It offers better graphics, smoother animation* and, in some cases, the chance to meet those from cultures intriguingly unlike your own.

In fact, games for Power Macintosh are like nothing on this planet. But see for yourself. Call 800-538-9696, and we'll be happy to tell you where you can get into a game. But not, alas, how to get out of it.

Power Macintosh

Apple

An Afternoon on the Terrace...

The board game of the future can be played against a computer.

Terrace
By Siler/Siler Ventures

P.O. Box 2405
Lake Oswego, OR 97035
(503) 635-6333
Fax: (503) 697-7123

AVERAGE SCORE: 81

Requirements
386+, Microsoft Windows 3.1
2MB RAM

Controller
Mouse

Hard Drive Space
3 MB

Number of Players
One or Two Players

Available For
PC and compatibles

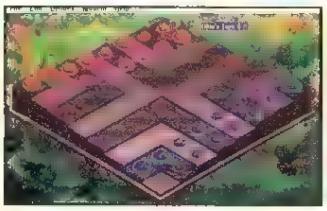
Designed By
Mercury Software

Distributed By
Siler/Siler Ventures

Street Price
$39.95

You might have seen it played on Star Trek: The Next Generation. It's look fits right in with the decor of the Enterprise and is touted as the future of board games.

Its creation is an interesting story. Anton Dresden came up with the game in 1950 after getting fed up with being beaten all the time at chess as a boy. When Buzz Siler saw an early wooden version in

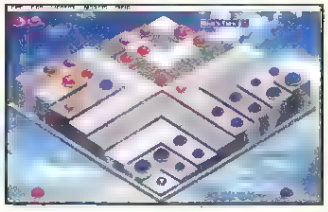


Terrace is as interesting to play as it is to look at.

Anton's basement. He was fascinated by its look, but realized its rules were seriously flawed. They teamed up and made some modifications to the design.

The result was a mere four rules to the game. The size of the piece dictates its strength when capturing (larger=stronger). The lowest corners of the board act like H.Q.'s, and there is a "T" piece that must be protected. Capture your opponent's "T" piece or move yours into the diametrically opposed corner to win.

Play against the computer or against a friend on the same system or over a modem. Even change the background to your liking.



Changing the background also changes the board style.

Originality 80 | Playability 76 | Visuals 70 | Audio 35 | Manual 50

I'm a huge fan of translating board games to computer. There are a number of reasons for this: time constraints, player availability, space problems, etc. I don't even care if the game is tweaked or not for its new setting. So I start off on a good foot with Terrace. Unfortunately, the next foot cannot find purchase. Terrace is a tight little strategic game that I have difficulty figuring out. The rules themselves are simple enough, granted; but the strategic help is very scanty (a photocopied sheet). Why should I be doing these things? When? What's an aggressive move, what's a defensive move, and what's a stupid one? I don't know, and Terrace won't tell me. If this were a chess product with no strategy hints, it never would have been produced. The manual is no help here, being a printed version of the on-line help for the most part. Terrace is too different and too deep to be thrown into without a net. On the other hand, if you know and like the board game, this version should suit your needs quite adequately. **- Kevin**

Originality 95 | Playability 95 | Visuals 74 | Audio 25 | Manual 70

This game is intriguing and challenging, but the rules make it far too easy to achieve a draw. The levels of computer AI are decently developed, but that still doesn't help the fact that Terrace boils down to a giant game of tic-tac-toe. On the other hand, I wouldn't hesitate to recommend this game to parents who want to teach their kids the rules of logic. As a learning tool, you'll be able to show how certain strategies always work, no matter how great the odds against you. This will lead to the game becoming somewhat stale after a period of time, but hopefully by that time your kids will have graduated to chess. Terrace makes a fine example to point the way toward chess, since the rules are incredibly simple to learn, and you almost always learn from your mistakes. I played about three games before I found the strategy that never fails, and about another eight before I had it perfected. The saving grace of Terrace is its human vs. human play since real opponents always play differently than AI. **- Ted**

Originality 90 | Playability 89 | Visuals 86 | Audio 30 | Manual 68

The comparison between Terrace and Chess isn't a very good one. It certainly plays more like an elaborate game of Checkers. For one thing, the various pieces, besides the 'T' piece, have but one distinguishing feature: their size which translates into strength. None have any other special characteristics. Essentially they all move mostly in single spaces. This restriction of movement makes planning strategy somewhat limited. When I played the computer opponent, my initial impression was that it was not a good enough AI to think too far ahead. It's strategy only seemed to be three or four moves deep. I could always throw a road block in his plan by just threatening another piece somewhere else, causing it to make undesirable moves until I could get my pieces into position. It would capture its own piece, but sacrifice everything to protect me from getting one. Nonetheless, its still a fun game, but might have been better off staying on a board so you can amend your own rules. **- Tasos**

There you are, flying through the air
with the greatest of ease when
the air-to-air missile locks on you
and starts homing in. Let it close to 4 miles.
Roll 90 degrees into it and start laying chaff
and flares like crazy. It's still coming.
Keep turning. G forces. Everything's going black.
Turn harder or you're dog meat.
You're dog meat.

Even a Power Macintosh
can't do everything.

Games for the Power Macintosh™ computer have better graphics and smoother animation.* Thanks to the sizzling processing speed of the PowerPC™ chip, they also deliver dismally timely, realistic payloads.

To find out where you can take a test run, give us a call at 800 538 9696. Then go strap yourself into the cockpit of an F/A-18, and be prepared. The animation won't jump, but you may have to

Power Macintosh

Apple

When compared to the same system running on Intel processor based computers. ©1995 Apple Computer, Inc. All rights reserved. Apple, the Apple logo, Macintosh are registered trademarks, and Power Macintosh is a trademark of International Business Machines Corporation, used under license therefrom. The products names and logos are trademarks or registered trademarks

A Visit from One of the Four Horsemen of the Apocalypse

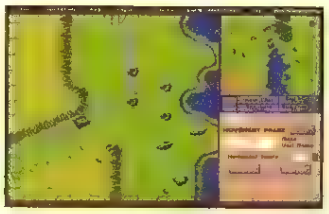
Savage beats the heart of the man who devotes himself to war. The adrenaline surges, the sweat drips from his brow. And when Death takes its final tally, he makes certain his name is not on the list. Exercise your muscle as the armies of the future come calling.

You see the enemy encroaching upon your position, you hear the muffled roar of his engines, the fall of his boots. Silence and camouflage are your allies. His troops pass near yours, not knowing that death has made his mark on the foreheads of all the fresh young faces in that regiment.

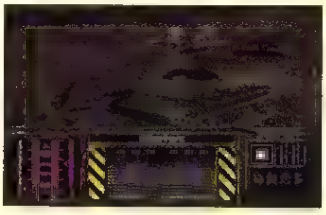
As the last of the enemy troops pass, your forces burst from the cover of the woods behind them. The wash of your weapons overwhelms them amidst their confusion; fully half of the rear contingent is wiped out within the first twenty seconds. As your foe swings about, bringing weapons to bear on your now-exposed force, you call in the surprise package. You batter the lead troops from behind with light tanks and heavy artillery, badly damaging their main battle force.

The race is on. It is now a battle of attrition, and, because of the brilliant strategy you have just employed, it is a battle you will undoubtedly win. Your troops brace for a counterassault on their positions, but the enemy is too disorganized and confused to muster the morale and competence necessary to successfully overrun your regiments and escape into the clear. The jaws of the tiger are closing, crushing them slowly, savoring the victory of a fresh kill. There will be medals, and fame, and glory. And it will all belong to you. It is yours by right, and you will taste the enemy's blood and smell their fear and relish in the terror inspired by your forces. War is hell, but you like the smell of brimstone, provided it is scented with cordite.

Get detailed information on any vehicle type.



The game screen has an overview map to help you out.



If you fail, they'll have to search for survivors.

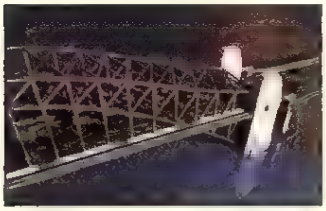
STRIKE, QUICKLY AND TRUE

After the diplomats have done their best, if they have failed, there will be war. It may occur in border skirmishes, hell-furious bloodshed, or a strange patina of paranoia and fear that cloaks the land, making darkest night out of brightest sunshine. But there will be war. And those who steel their minds to the grim task at hand are bound to be the victors. Physical strength counts for little in war, but strength of conviction will garner laurels. Of course, overwhelming troop strength doesn't hurt.

Front Lines puts you in command of either a futuristic United Nations Army or their nemeses. It is your job to mop up whatever forces stand between you and your goal. Some missions will be purely offensive or defensive, although a number of them combine both forms of battle. You will have at your disposal many types of units and troops, from the fearsome Mega Tanks and Blast Wagons to the lowly infantry units. Swift hovercraft and long-range artillery and missile batteries will be at your beck and call.

The terrain ranges from grassland to mountains. You will also be called upon to fight within city boundaries. Your line of sight will be affected by things such as fog of war, elevation differences, and city towers. Heavy woods make excellent ambush sites, while high-powered, large gun battles are best carried out across open terrain. Line of sight will be

...the accessibility and sheer number of scenarios make this worth looking at for the novice or casual player.



Engineering units can build or destroy bridges.

important to all your units except artillery and missile batteries, which rely on information from other units in order to target.

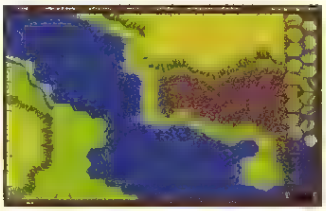
LET SLIP THE DOGS OF WAR

Unit dispensation is varied. The differing unit types have, obviously, different abilities, and you'll have to learn to rely on both their strengths and weaknesses.

other hand, carries specialized weapons such as rocket launchers and flamethrowers, and are far more deadly (and hard to kill) than common infantry.

The weakest motorized units are obviously going to be shuttles and armored personnel carriers. But they'll get you to the church on time, so to speak. The drawback here is that they're very susceptible to damage from heavy fire.

Ferrets and Surface Combat Airborne Battletanks (SCABs for short) are all-terrain hovercraft. Ferrets make great spotters for artillery units, and are perfect for infantry overruns. Lightly armored, they possess the greatest number of movement points in the game. SCABs are the Ferret's big bothers. They have a large-bore gun and hardened armor; they're pretty



The scenario builder lets you design your own terrain.

If you're looking for motorized artillery, you can't go far wrong with the Blast Wagon. Heavy armor, the ability to fire from cover, and a gun to make a Fort Sill graduate proud combine to make one of the most lethal pieces of equipment in your arsenal.

And what would a war be without tanks? They come in three varieties. Light tanks possess small-bore guns and average armor, but can outrun almost anything on the field. Heavy tanks are a larger, more

[Front Lines] has a lot of nice features that are not new the the genre, but are done interestingly here.

The oldest unit, in terms of overall strength and firepower, is the Engineer unit. Despite their slow rate of travel, they come in very handy for building bridges, minelaying and mine removal. Protect them well and they won't displease you.

Infantry comes in two flavors: common and tech. Common infantry are your workaday grunts, good for cannon fodder and not much else. Tech infantry, on the other hand, tough to kill, and they move well.

In terms of limited movement, you can't get much more limited than your ground-surface missile emplacements and artillery units. GSMs inflict great damage at long ranges, but have almost no armor. Both light and heavy artillery units are perfect for pounding armored and unarmored units alike, although they don't possess the range of missile batteries

damaging presence on the landscape, but are hampered by an inability to really move out. But by far the most awe-inspiring piece of equipment in your motor pool is the Mega Tank. Sporting a gun that can only be described as "bigger than Meat Loaf's waistline," the Mega Tank will serve to demoralize your enemy the instant it heaves into view.

The combat phase is where the real action begins.

JUST LIKE THE ARDENNES, ONLY DIFFERENT

Don't like the way a scenario is set up? Change it to make it more or less demanding, depending on your preference. The scenario editor is a powerful tool, allowing you to change such things as battlefield terrain, troop types and strengths, and army objectives.

There are ten different terrain types that can be pieced together on Front Lines' hex-based *champ*

Front Lines
By Impressions
222 Third Street
Suite 0234
Cambridge, MA 02142
(617) 225-0500
Fax: (617) 225-0993

AVERAGE SCORE: 87

Requirements
386+, SVGA, 4MB RAM, CD-ROM drive

Controller
Mouse or Keyboard

Hard Drive Space
15 MB

Number of Players
1-2 Players (modem possible)

Available For
PC and compatibles

Designed By
Impressions

Distributed By
Davidson and Associates

Street Price
$59.99

The interface is surprisingly convenient—most wargames have, at best, a rather unwieldy feel to them.

Originality	60
Playability	89
Visuals	84
Audio	78
Manual	80

Front Lines is an admirable attempt at making an entry-level wargame. The conventional reasoning is that wargames haven't been up to the graphical or interface standard of the rest of the industry. Front Lines certainly goes a ways towards rectifying these obvious problems, especially its handy interface. However, even before asking the designer about the game I knew it had been designed by a non-wargamer. There is a great deal of surface similarity to classic wargames here, but hexes alone do not a wargame make. The underlying engine has some serious strategic problems, like infantry's inability to hold dense terrain and the utter lack of air power in a supposedly futuristic setting. If you're a novice wargamer, you won't notice these things, but I and others like me do. The AI is flawed as well, but not fatally. Still, the accessibility and sheer number of scenarios make this worth looking at for the novice or casual player. **- Kevin**

Originality	55
Playability	90
Visuals	91
Audio	73
Manual	89

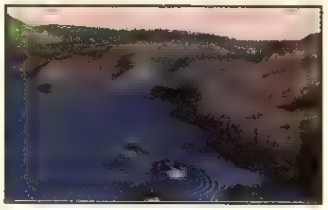
Front Lines, when we first laid our hands on a copy, seemed a mite overpriced. However, after loading it up, the price seems justified. Not only do you get over thirty prefabricated scenarios of differing difficulty levels, there is also a scenario editor and terrain editor, as well a piece editor that allows you to manipulate the statistics of each unit type. The prefab scenarios get tough quickly; there is a marked distinction between what qualifies as "easy" and what qualifies as "medium." Although the AI is not the best I have ever seen, it is workable and provides a decently challenging opponent in most cases. The graphics are excellent; you won't have to squint and strain your eyes to differentiate units. The interface is surprisingly convenient—most wargames have, at best, a rather unwieldy feel to them. However, if I had had any say in the design of the game, the music would definitely have been changed. **- Ted**

Originality	40
Playability	78
Visuals	82
Audio	85
Manual	88

Front Lines is basically a stripped down wargame that lets you do with it what you like. Almost every element can be turned on or off or modified to your personal preferences. It has a lot of nice features that are not new to the genre, but are done interestingly here. For example, the Opportunity Fire requires you to hit a key by a certain time to fire or well, loose the opportunity. I thought the Line of Sight for firing at an enemy was a bit too strict however, and didn't give the advantage of being on higher ground the way it should have. The reason seems to be that hills are designed like plateaus and you can't see over the edge even if you're only one space back. Hover Craft are plentiful in the scenarios provided and are minimally affected by some natural obstructions like water and different types of terrain. You can design your own without them, of course. Front Lines is a good wargame that let's you play it the way you want. **- Tasos**

de guerre. Standard features of the land, from grass, coastline, swamps and hills, to manmade constructions like cities, roads and highways can be laid down with abandon (at least until you fill the map screen). The largest size of map you can have will contain 10,000 hexes in a 100 by 100 grid.

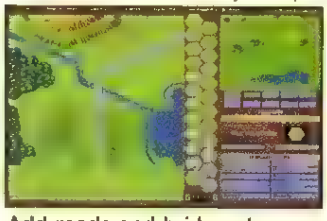
One interesting feature of the scenario editor is that Impressions essentially did away with the long-standing concept that weather and time of day have any bearing on the outcome of a battle, other than as an effect on the morale of the troops. Instead, you'll get to decide something called Combat Odds, a general variable representing overall conditions. Although they liken it to affecting the weather and lighting, it's probably more accurate to say it represents each side's ability to hamper the enemy's electronic sensing equipment, such as radar. This is probably more accurate for a "futuristic" wargame.



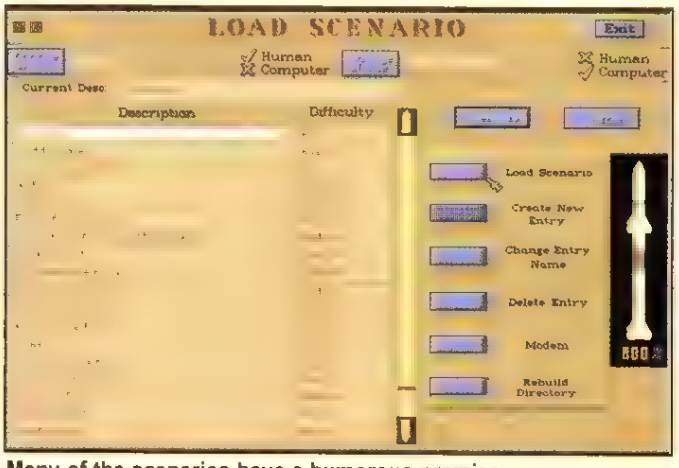
Ferrets can hover over land and water.

LET'S HEAD OFF TO INTERFACE SCHOOL

One of the most interesting things Impressions did was what amounts to a complete reworking of standard ideas about wargame interfaces. There have been a lot of wargames that use big, clunky and outdated interfaces; these problems have been somewhat slow and reluctant in their departure. Impressions not only gives people who like that type of interface the option to use it, it also allows several different adaptations of the interface. A menu bar, for instance, has been with wargames since almost the beginning; Front Lines has this style of interface, but also allows you to put a button bar down the side of the main battle screen so that you can get instant information about such things as mission objectives, battle reports, combat odds, etc.



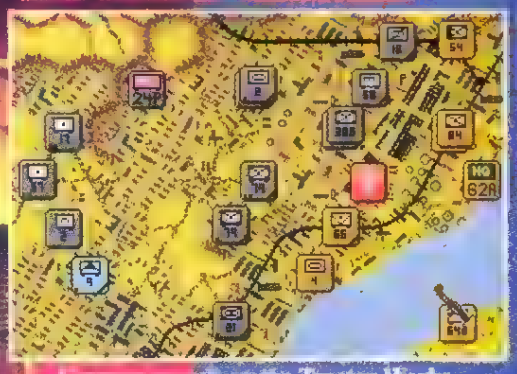
Add roads and bridges to your own scenarios.



Many of the scenarios have a humorous premise.

Introducing Avalon Hill's

STALINGRAD®



Famous assault on the Tractor Works.

Stalin's powerful Red Army is poised along the Don River, ready to strike!

race for the Volga.

Actual screen graphics may vary.

WORLD at WAR™

Volume II

Following fast on the success of [illegible] Volume II of the World at War™ series of computer wargames. This collection features Avalon Hill and Microsoft Classic highlights the epic struggle that sealed the fate of Hitler's Third Reich. Thirteen historical scenarios simulate the great battles ranging with the annihilation of the German 6th Army. In a unique advance in computer gaming, players will be able to switch from the sweeping strategic scale (involving such actions as the collapse of the Axis flanks in the farflung steppes) to the block-to-block blockbusting within the city itself. Built upon the award-winning [illegible] game system, [illegible] is jam-packed with stunning graphics (the current map changes as the weather changes!). Documentation includes a detailed, full-color manual and large battlefield map.

[illegible] is sure to make even the most sophisticated gamer

Available for IBM PC compatibles
Required. Processor 386 or better. Min 8 MB memory HD 3.5" Floppy, Hard Drive, SVGA-VESA graphics card & monitor supports AdLib, Roland and SoundBlaster.

ALSO

Available for Macintosh Color systems.
5 MB RAM and HD required.
CD-ROM Coming Soon!

The Avalon Hill Game Company
4517 Harford Road • Baltimore, Maryland 21214
[illegible] can be found in computer game stores near you. For order information or for the name of a retailer near you, call toll free 800-999-3222 ask for Dept. 164.

One Game that Means Two Things

DoubleTalk

By Boyle and Elggren Inc
77 West 2nd South
3rd Floor
Salt Lake City, UT 84101
(800) 634-8255

AVERAGE SCORE: 78

Requirements
286 or faster, 2 Meg RAM, VGA, Windows 3.1

Controller
Mouse or Keyboard

Hard Drive Space
6 Meg

Number of Players
1-4 Players

Available For
PC and compatibles

Designed By
B & E Inc

Distributed By
B & E Inc

Street Price
$34.95

Feeling fast and loose with English today? Try some DoubleTalk.

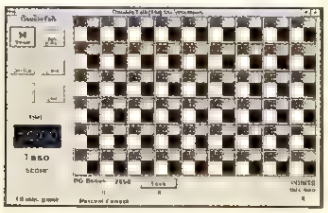
English is full of words that sound alike but have different meanings. Sure, everyone knows that—but can you pick them out by their meanings alone? Try these:

What you want your fruits and vegetables to be OR

What you don't want your daughter's boyfriend to be. . .

Answer: Fresh or fresn.

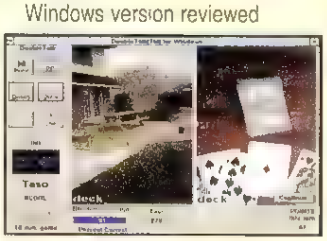
Now can you do that with a clock ticking away, losing points for every second?



Each small black and white square is a question.

DoubleTalk is a computer conversion of the popular boardgame of the same name. Up to four players try to piece together the answers to hundreds of puzzles while racing against the clock and each other. Plus, the race has a larger point: each clue answered correctly reveals a small piece of the master puzzle behind it, which is a pictorial example of another DoubleTalk. The first player to guess correctly at the background picture scores points for all unanswered questions as well.

Windows version reviewed



Once all cards are removed, the last puzzle is revealed.

Originality 86 | Playability 80 | Visuals 71 | Audio 72 | Manual 62

DoubleTalk tries to bridge two worlds unsuccessfully. As a board game, it contains plenty of hard word puzzles of the think, think, think, aha! variety (and quite a few groaning puns as well), and a solid scoring engine to keep players coming back. The foundations on that side of the bridge are strong. Unfortunately, the stanchions on the computer game side are not as strong as they should be. We reviewed the Windows version, and even discounting Windows errors the code was less than secure. The multiplayer game supposedly supported several signal keys for simultaneous input (similar to the buzzer in a quiz show), but most don't work, and there's no way to change them. The animated professor does little dances to congratulate your correct answers, but you cannot shut him off and he costs you valuable time. These are just two examples of many that seem to indicate a non-professional conversion job. DoubleTalk is engaging as a game but needs significant work as a computer game. **- Kevin**

Originality 85 | Playability 86 | Visuals 79 | Audio 62 | Manual 67

There are games that are perfect right out of the box. Unfortunately, this isn't one of them. DoubleTalk ran perfectly fine on a system with 8MB RAM installed, but ran seriously queerly on our 4MB system. The first game would play fine, but trying to start a new game resulted in a processing slowdown and the picture files and tile removal became completely dysfunctional. The game itself is pretty good if you happen to be one of those people who like wordplay and puns. I am and I do. The only thing is, there is no way to know how many puzzles are included with the game; there is no mention made on the box, in the manual, or in the readme. As is to be expected for this sort of game, the puzzles that appear are random; I never ran into the same puzzle twice, but there is no guarantee (express or implied) that you won't. Add-on packs are available for DoubleTalk, including the Genius Pack. I had a tough time solving some of the puzzles in the regular pack, so this pack is probably a beast. **- Ted**

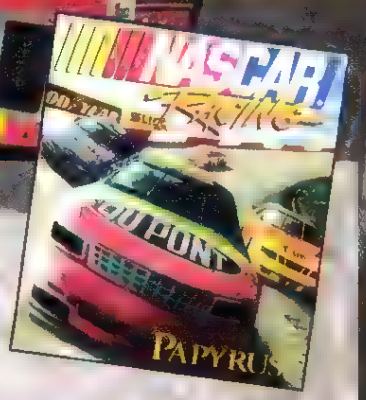
Originality 82 | Playability 88 | Visuals 71 | Audio 75 | Manual 74

DoubleTalk seems to be designed by a puzzle game creator more than a computer gamer since it lacks many common options usually included, and it is still a bit buggy. After you give an answer, a cute little animation of some Einstein-looking character appears to congratulate or insult you. You can't turn it off and while it's playing time continues to run. In fact, the clock never stops unless you hit pause, even during transitions from one puzzle to the next. We couldn't get the multiplayer version to work, as only one player's ring-in key registered. One nice feature is the "Close Enough" option that comes after your answer resembles the correct one. The only problem is it can be too forgiving and will give you the option sometimes even if you only had one or two letters of the answer correct. It makes it too easy to cheat while playing a one player game. DoubleTalk could be much better with some influence from a knowledgeable PC game designer since it only needs some minor improvements. **- Tasos**

HOW DOES IT FEEL TO DRIVE THE FASTEST STOCK CARS ON EARTH?

TAKE A TEST DRIVE!
For a free demo, see below*

IT FEELS LIKE THIS.



NASCAR Racing. It's pure brute force. 700 horsepower monsters — that can blast you past 200 MPH in a couple of heartbeats. Or put you against the wall in a careless instant.

No wonder NASCAR® is the world's #1 motorsport.

And now Papyrus introduces NASCAR RACING. A simulation so real, you'll think you need a roll cage.

The officially licensed NASCAR simulation. You'll race on 9 different NASCAR-sanctioned tracks. Drive the world's hottest stock cars— against top NASCAR drivers. They may blow you off the track at first. But practice, practice, practice. You'll start moving up.

"Knock-down gorgeous" on CD-ROM. That's what PC Gamer said about our crisp, clear SVGA graphics. (Sept. '94) Looks so real you can almost smell burning rubber.

The real look. Papyrus' exclusive 3-D Super Texture technology gives you TV-like realism on everything from cars to terrain to track-side billboards. Even the paint jobs and decals are authentic plus, you can custom paint your car your way.

The real feel. We've duplicated real-car behavior everything from speed to engine setup tire condition fuel load, and more.

Plus, you control spoiler angles, tire types, camber, gear ratios, suspension stiffness, you name it.

The combinations are endless. And so is the fascination.

Realistic danger. Hit a wall and you'll know it. Sparks shower, parts fly off, wham! You may be able to go on, or it may mean back to the garage. By the way, it's one thing running solo — but racing in a crowded field, you need eyes on the front, sides and back of your head.

***For a free demo disk:**
Call 1-800-836-1802 ($5.95 for shipping and handling). Or, download a demo from Papyrus' BBS (617-576-7472), from CompuServe (GO PAPYRUS), or from Internet (ftp.std.com).

Available in stores in November – just in time for Christmas!
Visit your local retailer. Or call 1-800-836-1802

System Requirements:

Disk Version:**
386 33MHz or greater 4MB RAM MS-DOS 5.0 or later VGA hard drive with 15MB free

CD-ROM Version:**
Double-speed CD-ROM drive
VGA: 386-33MHz or greater 4MB RAM MS-DOS 5.0 or later VGA hard drive with 8MB free
SVGA: 486-66MHz or greater 4MB RAM MS-DOS 5.0 or later VGA hard drive with 8MB free

***** Most major sound cards supported***

IBM PC screens shown; actual screens may vary. NASCAR is a registered trademark of the National Association for Stock Car Auto Racing Inc. NASCAR Racing is officially licensed by NASCAR. Papyrus is a registered trademark of Papyrus Design Group Inc.

PAPYRUS™

From the perfectionists who brought you IndyCar® Racing.
Papyrus' phenomenal IndyCar Racing has won almost every major award in the business. Guess what's coming this year.

It's Just Another Quiet Religious Dispute—Nothing to Worry About.

Heresy, it seems, is back. Armed with the latest weapons that your church's mystical establishment can churn out, you must confront the terror of the hellspawn that have invaded the sanctum sanctorum of your religious life. Draw weapons and advance!

Heretic
By id Software
for orders:
P.O. Box 1230
Greeley CO, 80632
1-800-ID GAMES
Fax: (303) 330-7553
order@idsoftware.com

AVERAGE SCORE: 91

Requirements
386/20+, VGA, 4MB RAM, DOS 5.0

Controller
Mouse, Keyboard, Joystick

Hard Drive Space
12 MB

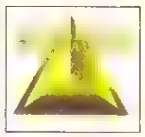
Number of Players
One to four Players

Available For
PC and compatibles

Designed By
Raven Software

Distributed By
id Software

Retail Price
$59.75



Your people are gone, destroyed by an evil race of hellspawn. They have declared you traitor and heretic, and have sentenced you to death. You must avenge your people and close the gates of hell from which this terror appeared. The only problem, of course, is that the gates will have to be closed from the other side, meaning you may become trapped in Hell once you have completed your mission. Your people were awesome weaponsmiths, though, and many examples of their handiwork can be found spread through the worldly and otherworldly realms. In the words of the immortal bard, "Lobbest thou thy Holy Hand Grenade of Antioch toward thy foe, who, being naughty in My sight, shall snuff it." Go in and kick some sacrilegious butt.

DOOM, AND THEN SOME...

The engine for Heretic is Doom's, licensed from id Software by Raven. There have been some improvements made, however, and they change the way most people will play the game. For one thing, you no longer have to use a power-up immediately; they can be picked up and carried around with you if that is your wish. There is also a look up/look down feature that was absent in Doom; although not incredibly useful in most places, it can save you from eternal damnation in a few instances. Otherwise the game is pretty much like Doom, although the graphics have obviously been changed (presumably to protect the innocent). Heretic is episodic in nature, and, like the original Doom, you have many different weapons to use, ammunition has been left lying around in liberal amounts, and big, scary creatures are out to wring your neck.

Beware the deadly onslaught of the special attack chickens.

A menagerie of Episode One monsters.

GOOD POWER-UPS ARE HARD TO FIND

The power-ups found in the game are useful, and, occasionally, border on genius. The most common power-up you'll find is the Quartz Flask, which restores 25 health points. You'll also come across Tomes of Power, which increase the strength of your weapons, but only for a limited duration. Time Bombs of the Ancients are used like proximity mines: get someone to follow you down a hall and leave one in his path. Shadowspheres perform the nifty trick of partial invisibility, which is particularly useful when fighting iron liches (take my word for it). Torches, obviously, light your way in dark areas. Wings of Wrath help you cross large lava fields without burning your tootsies. Rings of Invincibility give you the strength of the gods when it comes to defense.

Chaos Devices transport you out of trouble, back to the start of the level. The Mystic Urn is potent, restoring you to full health. The most brilliant power-up in the game, though, is the Morph Ovum. When used against a lower level enemy, such as an undead warrior, it turns them into chickens. The spell lasts for only a limited time, though, and the chickens will pursue you like the Hound of the Baskervilles if you give them the opportunity. They also inflict damage by pecking your legs.

BLESS YOUR WEAPONS

The weapons you will use are suitably magical, having been crafted by the most skilled wizards in the land. Your basic weapon, of course is non-magical: the sturdy banded quarterstaff. While it won't inflict much damage per blow, it can be mighty useful against such enemies as the gargoyles. Use your head, thrust, parry and retreat. The alternate hand weapon is one you must find, the Gauntlets of the Necromancer. The next most powerful weapon, and the one you start with by default, is your all-purpose Elvenwand. Further up the scale are the Etherea Crossbow, which has a mean knock back but is slow to reload, and the Dragon Claw, with an incredibly rapid rate of fire. Although you won't find them anywhere in Episode One, there are two more powerful weapons. The Hellstaff also has a high rate of fire,

Fairly easy to kill, but Were-dragons pack a mean punch.

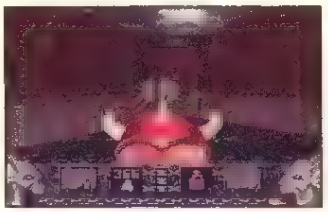
Uh-oh. This is really not going to feel good.

but does more damage than the Claw, and the Phoenix Rod fires a magic missile of flame that should not be used in close quarters. There is also a seventh, hidden weapon, the Fire Mace. If you power it up, you'll be able to take out an Iron Lich in one shot.

ENEMY MINE

New and improved enemies await you in Heretic. Gargoyles are an ever-present threat from above, although they appear to adhere to some moral code that prevent them from attacking you from any other level than your own. Golems, and their evil ethereal counterparts Shadow Golems, are brutal hand-to-hand fighters. Watch out for the ones that spit flaming homing skulls at you. Undead Warriors and Shadow Undead Warriors hurl poisonous axes at you with alarming accuracy. Disciples of D'Sparil (the whispering wizards) shoot high powered balls of magical energy in a cluster array, while Iron Liches have an arsenal of missile weapons at their command. Watch out for the homing tornadoes

If you are looking for an honest descendant of Doom... try Heretic on for size.



Big and ugly, the Iron Liches spit a potent array of missiles.

Originality 67
Playability 86
Visuals 86
Audio 89
Manual --

In a crowded arena filled with pretenders to a throne, it certainly helps to be able to claim blood relationship. So it is with Heretic: not a son of Doom as much as a nephew or cousin. Players jaded by Doom II will find Heretic slow to develop and fairly easy: they've just forgotten what Doom was like. To be fair, Heretic makes a credible stab at getting out from under the shadow of its predecessor with a completely different genre in hand as well as a host of new features. Basic combat is more difficult and time-consuming, since most enemies are very physically tough; expect six or seven hits to down most baddies. Heretic's portable power-ups both add to and detract from the strategy interest in the game; you need to know when to use them, but the design is loose enough that you don't have to use them if you're good. The host of enemy types is inventive, as is the suite of weapons. If you're looking for an honest descendant of Doom with a look and feel all its own, try Heretic on for size. **- Kevin**

Originality 78
Playability 93
Visuals 94
Audio 94
Manual --

Heretic is more like the original Doom than Doom II. The one thing Heretic does better than Doom is that you can pick up power-ups and carry them around with you until you need them. Therein lies Heretic's root problem, though, because you can hold off on using an item, the levels seem incredibly poorly planned. This is not to say that Heretic isn't fun, or that there's anything wrong with the way the levels are laid out, it's simply that the some of the strategic elements that made Doom II so much fun is missing. The graphics are stunning though: check out the level called "The Cathedral" and you see what I'm talking about. As nearly as I can tell, there have been no major changes to the enemy AI. The music is wonderful: very rich and gothic, and the sound is terrific. One of the better inside jokes of Heretic is that of the cheat codes. Since Heretic uses the Doom engine: try—just try—using the cheat codes from Doom. I think you'll find the results amusing, to say the least. **-Ted**

Originality 70
Playability 84
Visuals 90
Audio 87
Manual --

There are some new implementations in Heretic that I'm surprised were not in Doom II. Considering the games are quite similar, apparently using the same engine and all, I would have thought that id would put everything they had to offer into the product. But I guess there there would be no new surprises left for this game. Here's the comparison: like the new objects that you can pick up and use whenever you like, like being able to change an enemy into a chicken and take damage from being pecked and I was spooked more from this one than Doom II. I don't know if it's the setting, not that Doom was in a playground (well, of sorts), or that I've just grown somewhat immune to the sounds and have grown fond of the monsters (not really). There are some kickin' new weapons and some fun new monsters to try them out on. Unfortunately, most of them seem to have a cousin in Doom. Nonetheless, the complete package is here and I don't think you will be disappointed. **-Tasos**

The Legend Returns.

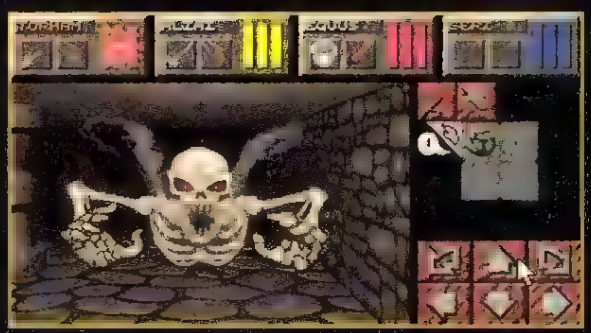
Dungeon Master II

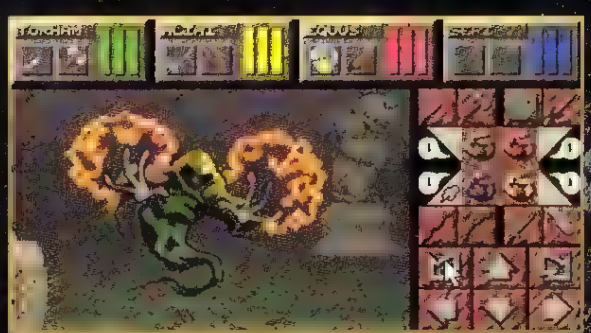
Years ago, it set the standard for role playing games. Now, just when the nightmares are starting to fade, it's back ...and it's bigger and badder than ever. Introducing Dungeon Master II: The Legend of Skullkeep.

From its storm ravaged villages to trap-filled dungeons you'll face creatures and characters that actually think for themselves and react to your actions.

It's the most realistic role-playing world ever created. Where real-time combat combines with finely-tuned traps and puzzles to test your logic and reflexes to the limit. Featuring an all new version of the interface that defined point-and-click, 3-D sound effects and stunning visual effects, it's the ultimate quest of magic, dungeons and monsters.

Dungeon Master II. You'll be its prisoner once again.





Interplay™

BY GAMERS. FOR GAMERS.®

Available for your IBM PC and Macintosh. See your local software retailer or call 1-800-969-GAME.

17922 Fitch Avenue, Irvine, CA 92714 (714) 553-6678

© 1995 Interplay Productions and Software Heaven, Inc. All Rights Reserved
DUNGEON MASTER is a trademark of Software Heaven, Inc.

The Wait Was Torture.

A Fire Can't Burn in Outer Space

Inferno:
The Odyssey Continues
By Ocean

1870 Little Orchard Street
San Jose, CA 95125
(408) 289-1411
Fax: (408) 289-1889

AVERAGE SCORE:

64

Requirements
386/33+, VGA,4MB RAM, CD-ROM Drive, EMS

Controller
Mouse, Joystick or Keyboard

Hard Drive Space
4 MB(maximum)

Number of Players
One Player

Available For
PC and compatibles

Designed By
Ocean of America

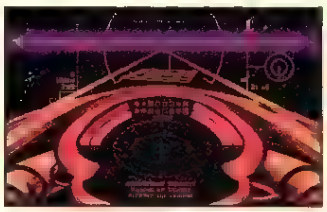
Distributed By
Ocean of America

Street Price
$49.95

From the makers of TFX comes a space adventure where you play humanity's hero.

The evil Rexxon hordes are back for anotner round and the human race has put their very existence into your hands. You are the prizes pilot of the fleet and hopes fly a long with you.

Once you step into the cockpit of your Inferno, a single-seat astro-fighter with combat capability in al planet atmospheres and inter-plan-

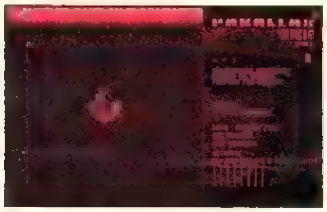


You can change the view while in the cockpit of the Inferno.

etary space, you'll know just how advanced this ship s. Your mis-sions will require you to dogfight in space, fly across a hostile planet's surface or buzz through the corri-dors of a Rexxon facility to seek out its Achilles' Heel.

To keep the ship's vast arsenal of different weapons charged, seek out Combat Pods that will be tele-ported into strategic locations. To continue to survive teleportation yourself look for Rexxon Regen Chemicals or risk being trapped in the Information Vortex forever.

It's not enough to just complete a mission either as points are also awarded for the style.



From the galactic map you can zoom all the way in.

Originality 70 Playability 49 Visuals 80 Audio 78 Manual 48

You know you're in trouble when you look through the ads for a game and discover that the company has chosen to show many pictures of cut scenes and introductions and almost none of actual game play. So it is with Inferno. If you stick to watching the pretty graphics you'll have a much better time than if you actually try to play the game. I first noticed that something was amiss when I looked through the quick refer-ence sheet and noticed that with a regular two-button joy-stick I would have to use the space bar to fire the guns—the controls were unremapppable. There are plenty of good ideas in Inferno, in particular, like the idea of playing arcade only with a storyline or in a semi-strategic mode. Unfortunately the game itself forces me to remain only happy with these ideas. Actual flights confusing due to a poorly designed HUD and cockpit plus the aforementioned very poor control scheme. Any joy you receive from this game is likely to be from the thrill of figuring out how to play. **- Kevin**

Originality 50 Playability 45 Visuals 76 Audio 81 Manual 41

I'd recommend avoiding this one. Inferno's manual introduc-tion states, "We hope you enjoy playing it as much as we enjoyed making it." What, are these people masochists? While the plot is simply rehashed space western (but with really big boots), the game play is to put it diplomatically, simply not there. The heads-up display was worse than use-less with its confusing tactical grid system. The radar screen is supposed to represent a 3D scan of your immediate area, in case you don't realize it, 3D comes across rather poorly when rendered in 2D. I will give the game some points for its graphics, but not many. Likewise, the sound and music are okay. Once you've figured out how to use the HUD (if ever) you'll probably be able to figure out where the battles are. Battles are an endless game of chase the reticle, carried out across vast distances, until you finally give up and go play another, better game. Or have the game crash, as it did to me numerous times. **- Ted**

Originality 65 Playability 69 Visuals 85 Audio 82 Manual 70

Knowing that Ocean has experience in flight simulators with TFX I expected the HUD of the Inferno to be designed a lit-tle bit better. They tried a couple of new innovations that I don't think work very well. It's often to hard to locate the ship you're even locked on. To make it worse, it's really hard to pick them up visually in space. There's a purple band of gaseous matter that stretches across the "horizon." It helps you determine what's up and what's down. I don't get the point. If you're in space, who cares? There are also two par-allel graphs that represent top and bottom planes and spread further apart the closer you get to the combat zone. It domi-nates the center of your HUD blocking most of your vision. There are couple of different views you can choose to get it out of your way, but they also don't show other things on the HUD. The missions inside a facility or a ship are the best of a as there is some interesting detail in the corridors. You might try Autocombat just to get to them. **- Tasos**

LORDS OF MIDNIGHT™

DOMARK

The Last Place in the Galaxy Where Lava Lamps are Wanted

It seemed like a perfect opportunity. Lava Lamps were selling for only 120 kubars at the planet Frac; and all indications pointed to a severe dearth of the wondrous items on the pleasure planet Loro. With luck, the sale price there would be 450 or more kubars.

Gazillionaire

By Spectrum HoloByte
2490 Mariner Square Loop
Alameda, CA 94501
(510) 522-1164
BBS: (510) 522-8909

AVERAGE SCORE: 92

Requirements
386SX-33, 4 Meg RAM, VGA, Windows 3.1, 1x CD-ROM

Controller
Mouse, Keyboard

Hard Drive Space
3 MB

Number of Players
1 to 6 Players

Available For
PC and compatibles

Designed By
LavaMind

Distributed By
Spectrum HoloByte

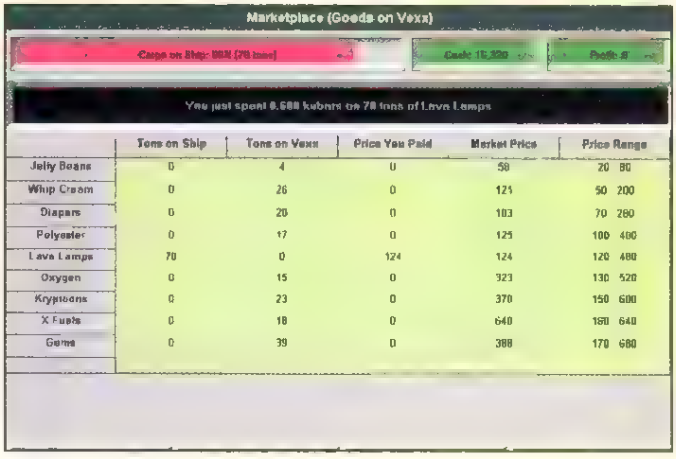
Retail Price
$32.95

"Careful!" you shout at your crew as they load the boxes of lava lamps into your ship. This would take awhile; you'd purchased over 100 tons of the hot jars of globular fun. The price here was too good to ignore, so the excess will be loaded into your warehouses here on Frac, to prevent your competitors from taking advantage of this great price. Next time you come to Frac, you'll have guaranteed cargo ready for hauling.

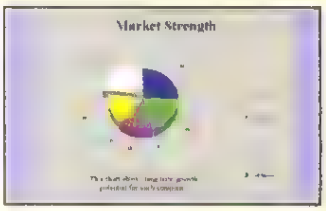
Once the passengers are aboard and all the loading is complete, your pilot sets course for Loro. The crew is happy; they know that you'll give them shore leave on the most beautiful planet in the galaxy. But your hopes all rest on that elusive profit margin on the Lava Lamps in your hold—with luck, you'll be one step closer to being a gazillionaire.

How to Become a Gazillionaire

LavaMind, under the auspices of Spectrum HoloByte, offer you a once-in-a-lifetime economic opportunity. You can travel to the wondrous Galaxy of Gogg and try to become a gazillionaire by creating a trading empire between the seven most important worlds. Underneath the whimsical storyline, quirky art and breezy music, is a serious economic engine filled with opportunities for the gung-ho market strategist. For the novice, Gazillionaire contains a brilliant tutorial that allows the new players to learn at their own pace after the basics have been explained. The experts, however (as well as the ex-novices) can enjoy complex details like taxation, advertising and planet specials. And, given the gentle learning curve afforded by the tutorial, as well as the solid multi-player option, Gazillionaire becomes a strong family game, with players of fairly different skill levels and interests competing together.


Marketplace (Goods on Vexx)
You just spent 8,688 kubars on 78 tons of Lava Lamps
Tons on Ship
Tons on Vexx
Price You Paid
Market Price
Price Range
Jelly Beans 0 4 0 50 20 80
Whip Cream 0 26 0 125 50 200
Diapers 0 20 0 183 70 280
Polyester 0 17 0 125 100 400
Lava Lamps 78 0 124 124 120 480
Oxygen 0 15 0 323 130 520
Kryptocins 0 23 0 370 150 600
X Fuels 0 18 0 640 160 640
Gems 0 39 0 388 170 680

Here's the marketplace on Vexx at a glance. Looks like it's time to sell those Lava Lamps.



Stay ahead of your competitors in all ways.

The Devil is in the Details

The basic flow of the game is as follows. Each human player selects one of the six different types of spacecraft as his own. Then, each player is placed on one of the seven planets randomly, and play begins. Regardless of the number of human players, there are always six computer opponents as well to liven up the action.

Play is turn-based, with each turn equal to about a week. During a turn, players can pick up passengers, arrange advertising for their next stop, pay taxes, take out or pay back a loan, visit planetary specials, and other such things freely. All these are merely details, though, against the larger canvas of making a fortune by trading.

Make sure you visit all of the planets, and explore them often. The Planet Specials can easily tip the balance of the game.

To trade, a player simply clicks on the marketplace. A list of all the commodities available (from Jelly Beans and Moon Ferns to Lava Lamps and X Fuels) appears, along with their prices. A supply screen is available as well, showing where selected commodities are rare or common on the various planets. A shrewd trader finds a commodity at a cheap price, and then scans the chart for the planet with the least of that commodity that'll be his next port of call. Once all other business has been taken care of, a click on the map sends his ship on its way to the new planet, ending his turn.

Once all players have finished their turn, the game prepares itself for the next turn. Often, more than one player will have selected a single planet as a destination; the one with the fastest ship who came the shortest distance will win, assuming no accidents. The first person there gets first crack at buying and selling; the last person in a chain often finds prices driven below cost and no cheap commodities to buy, either.

Playing and Replaying

That's the game in a nutshell. The first player to reach a net worth of $1,000,000 kubars wins—and that's a long journey, considering the players start the game $100,000 in the hole. Play for even just one player can go well beyond the three-hour mark, and multiple-player games can easily extend across several evenings. Replayability is aided by the fact that the commodity patterns of supply and demand are different for every game; with the unpredictability of the six computer opponents as well as other random events, no two games will be alike. Just buy low and sell high, and soon you'll be a Gazillionaire too.

...at a thirty-five dollar retail price point, there's nothing here I can complain about.

Speed counts when you want to be a Gazillionaire.

Keep an eye out for the Emperor himself.

Originality 86 Playability 97 Visuals 88 Audio 86 Manual 95

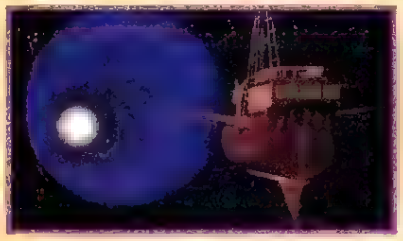
Let's be frank: I love this game. I like trading games, since I view them as a basic yet ever-changing exercise in strategy. I like games with crystal-clear interfaces, free of confusion and annoyance. I like turn-based, board-game-like computer games, especially if they're clearly and easily multi-player. Gazillionaire is all of these things and more. If you're looking for a smooth, friendly, quirky game to play with friends and family, this is it. Serious gamers won't be put off by the cartoony and crisp graphics or the bouncy sound effects; think of them as good eye and ear candy for the dozens of non-gamers you can't drag in with this one. Despite being a Windows CD-ROM, with a decent system it runs quickly enough to suit me (though I wouldn't try it with less than a 2x CD-ROM) and it is relatively stable (still save often). Economic trading fans should grab this one right up; Spectrum set the price point perfectly. I can't even muster a negative comment for the close. **- Kevin**

Originality 88 Playability 95 Visuals 78 Audio 89 Manual 90

Gazillionaire is one of the games I'll point to when game designers ask me what I want for my money. You can skip the eye candy if there's no game play; I want games that are challenging to my mind, not stunning to my retinae. The random elements in the game help to keep things fresh, although they can be quite maddening when you encounter a streak of bad luck. Not to worry though, simply go to the religious hub of the system and ask the grand sages for assistance—you might get lucky. The music and sound effects are quirky and fun, but it's the interface that grabbed me. It's well designed and help is only a mouse-click away. The tutorial is excellent and will help you get a feel for the game's design in a manner I can't recall seeing before. Many of the elements of the game are stripped out of the tutorial, and you can add them in, one by one, at your leisure. Gazillionaire came as a complete surprise to me, and at a thirty-five dollar retail price point there's nothing here I can complain about. **-Ted**

Originality 86 Playability 97 Visuals 84 Audio 82 Manual 74

This is a good example of a simple, straightforward design that was not ruined by marketing people. At first, I thought the outer space setting had no place since most of the goods are from Earth and felt the game would do just as well there. But that would have taken away much of the charm. At its heart Gazillionaire is a good economic builder with a well-designed interface that has quick buttons so you don't have to visit a particular screen to perform a commonly repeated task with the same settings. There is also an excellent tutorial to get you started; game designers should learn a few lessons from it. It increases in complexity adding new elements as you progress, and then at a certain point, you choose when to add the next ones so you learn at your own pace. But the design is so well laid out, even novice gamers can jump right in without opening the manual. As good games usually do, new surprises pop up that actually play an important part not just for fluff. This is a diamond in the rough. **-Tasos**



LONG AGO AFTER CENTURIES OF WAR, THE SARTAN RACE SMASHED THE WORLD SEAL AND SUNDERED THE EARTH INTO SEPARATE MAGICAL REALMS, EACH SEALED FROM THE OTHER BY THE POWERFUL DEATH GATE.

✣ IN ISOLATION, MAGIC WAS CORRUPTED, KNOWLEDGE LOST AND THE COMMON HUMANITY THAT ONCE BOUND THE WORLD WAS FORGOTTEN. THE DEFEATED PATRYNS, TRAPPED IN THE NIGHTMARISH PRISON REALM OF THE LABYRINTH, BECAME TWISTED WITH HATRED AND PLOTTED THEIR REVENGE. ✣ BORN IN THIS SAVAGE AND UNFORGIVING LAND, YOU ESCAPE AND UNDERTAKE A NEW QUEST - TO FIND THE PIECES OF THE WORLD SEAL, WREAK REVENGE UPON THE SARTAN AND DELIVER YOUR PEOPLE FROM THE DAILY TORMENT OF THEIR LIVING HELL.

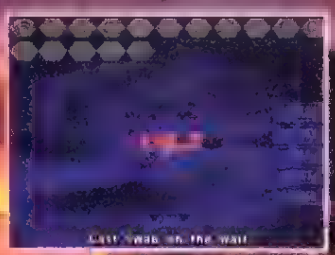
An unforgettable experience!

A dragon ship piloted by magic...a deserted shining city...mystical lands of elves, dwarves and dead sorcerers. Now the dark fantasy realms of the bestselling **Death Gate Cycle are yours to explore in this** beautiful and thrilling graphic adventure.

Super VGA preserves detail of original art by award-winning fantasy illustrators

Dazzling multimedia technology! A professional cast of over 40 speaking characters, 3-D modeled animation, symphonic musical score

Actual Super VGA graphics shown



Together ancient runes to cast magical spells

Game design by Glen Dahlgren

LEGEND™

P.O. Box 10810
14200 Park Meadow Drive
Chantilly, VA 22021

Death Gate
SEASUN
DEAD SERVE THE LIVING
ONE WORLD TORN ASUNDER
CD-ROM
Super VGA
Voice
"Underneath the beauty lies an adventure guaranteed to please even the most demanding fan"
Trent Ward, PC Gamer
"Excellent" – Johnny Wilson, Computer Gaming World
"Mercedes quality with immense depth"
– Steve Wartofsky, Strategy Plus

"Well I'm Not Uptight..."

Radio Active

The Music Trivia Game Show
By Sanctuary Woods

1825 South Grant Street
Suite 410
San Mateo, CA 94402
(415) 286-6000

AVERAGE SCORE: 78

Requirements
386+, Windows 3.1, SVGA, 8MB RAM, 2xCD-ROM

Controller
Mouse

Hard Drive Space
2 MB (1.5 QTW)

Number of Players
One to Four Players

Available For
PC and compatibles

Designed By
Sanctuary Woods

Distributed By
Sanctuary Woods

Street Price
$29.95

It's not your father's Name That Tune; it's my generation's.

Test your knowledge of music trivia from the 60's, 70's and 80's for points by yourself or three other human opponents.

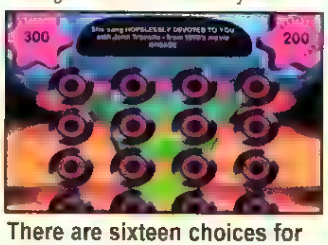
Your turn begins when you click on the handle to start the spinner. There are two spokes for each of the five, five-year periods, one spoke for a video puzzle and one for a song puzzle.

If your not sure how to play, Bobby will lead you through.

In about twenty seconds you must choose the correct answer from sixteen possible choices or put the puzzle together correctly. If you answer incorrectly, another player gets a chance to answer. The faster you chime in, the more points you will receive.

Clues come in the form of over 200 songs with over 1000 multiple choice questions. Some questions will require you to identify videos of music industry insiders.

Can you name three bands from 1966-70 that had nude women on their covers? Or how much do you know about Eddie Money? You'll know just how conscious you were through those adolescent years.



There are sixteen choices for each question.

Originality 93
Playability 90
Visuals 84
Audio 92
Manual 70

Let's start with the good news. Radio Active is the best designed game show derivative game I've ever seen, even without taking its subject matter into account. It neatly sidesteps the inherent problems of answering by providing multiple choices, but not so few than the game is too easy. Throw in the infectious nature of music trivia, and you've got a clear winner. This is one of the few general audience titles that regular gamers will be attracted to. In fact, I'm deliriously happy with just about all of the design elements of the game. The huge problem here lies in the actual implementation of the game from a technological standpoint. It demands a certain setup from your Windows configuration, and still runs too slow. It seems to have been designed by ludicrously overambitious people with no concept of the toll it would take on the average computing system. Still, if you can stomach a few unnecessary technical problems and want a good family game for your high-end PC, try this out. **- Kevin**

Originality 50
Playability 71
Visuals 69
Audio 88
Manual 72

Radio Active, though cheesy in the extreme, has some of the best music trivia questions I've ever encountered. If you just want a game to test your musical knowledge, this one's tough to beat; if you want a game that's user-friendly you'll probably want to steer clear. The game required awful things of our Windows setup and is an incredible memory hog. What really cheesed me was the addendum that came with the game that says "...there is a problem with the Cirrus Logic Video chips, which come with many popular computers and video cards..." If would-be game designers would write games using development tools that are well-written instead of blaming the problem on hardware, we'd all be better off. If you can manage not to retch at the "acting" talents of the guests and don't mind sitting through a two-minute recap of the game at the end of each round, the game itself is pretty decent. I would have preferred a straight pick-and-choose type interface, but the game show motif works fairly well. **- Ted**

Originality 82
Playability 88
Visuals 80
Audio 94
Manual 76

Another example of a decent game with bad programming. Not only are the minimum requirements pretty demanding, but chances are you'll have to do some tweaking to your system as well. We had problems with it on two of ours. There is an annoying MC as you might expect in a very obnoxious suit, but he can easily be turned off. The game show environment still is done well. I liked the way the game was set up in that you could choose an easy, medium or hard question after you see what the time period is, and that you are allowed two chances per question. You also get points for a timely answer in addition to the points for a right answer, which increase according to the difficulty of the question. If you like music trivia, this game has some good questions and music puzzles, especially if you want to challenge a couple of your friends. What's nice is that you actually get to hear the song, not just read some bit of information about. Without the technical problems, it would get a higher score. **- Tasos**

Our new game is all in your head.

You're playing the most amazing game ever created. You're moving unheard-of characters through your living room. You're riveted to the 3-D graphics and rocking to the booming sound. There's just one thing: This new game is all in your head.

But spare the aspirin: There's a revolutionary new program that turns your head games into real games. It's called Klik & Play. Start with a set of ready-made games in genres like arcade and strategy—even racing simulators. Or start from scratch. Now point, click, and customize it's that easy. With hundreds of backgrounds, animations, sound effects and characters, the possibilities are mind boggling. And because your creations work as stand-alone games, you can give them out to friends—and watch their heads spin.

Heads up!
Klik & Play Demo!
On CompuServe: go "gambpub" & select Maxis.
On AOL: enter keyword "Maxis".

So open your mind to Klik & Play. And see what a heady experience making your own games can be.

The Revolutionary Instant Game Creator.

MAXIS

press Software and Franc as Lionet Ives Lam burley. All rights reserved. K & Play is a trademark
product order or demo information contact your local retailer or call 1-800 33 MAXIS.

It's a Bit of This and a Bit of That.

Choose from a variety of stand-alone short games or search for the missing princesses in a board game.

Hodj 'n' Podj
By Virgin

18061 Fitch Avenue
Irvine, CA 92714
(714) 833-8710
Fax: (714) 833-8717

AVERAGE SCORE: 81

Requirements
386/33+, 4 MB RAM, SVGA, Windows 3.1, CD-ROM drive

Controller
Mouse

Hard Drive Space
6 Meg

Number of Players
One or Two Players

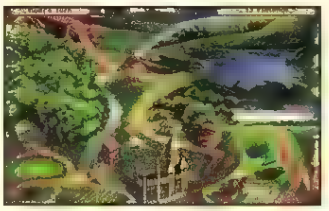
Available For
PC and compatibles

Designed By
Virgin Interactive

Distributed By
Virgin Interactive

Street Price
$44.95

Hodj 'n' Podj is a conglomeration of some new and some classic games. They are as simple as a word search or riddles, others are variations on mazes, cryptograms or solitaire, and still others are similar to Pac Man, Break Out and Video Poker.



The enchanted and beautiful world of Po-Poree.

You can play each one individually or take the Grand Tour where you get to play each of the 19 games and try to get the highest cumulative score.

The intended way to play is the board game. In the enchanted world of Po-Poree, the princesses Mish and Mosh are missing and both you as Hodj and an opponent as Pod, are looking for them. To acquire the information and objects you'll need you must roam the land and play the different games. A successful attempt could bring you one step closer to your goal; fail and you can't go back while your opponent might be forging ahead.

A variation of solitaire with a barbershop theme.

Originality 68 | Playability 90 | Visuals 86 | Audio 95 | Manual 83

The problem (for many people) with a lot of computer games is the enormous amount of time that they can require. The solution to this dubious 'problem' is to make lots of little bitty games, the trick then becomes packaging them in a palatable form. Hodj 'n' Podj certainly succeeds in this, nesting its bundle of saccharine games in a charming pseudo-board game. And many of the mini-games themselves are interesting in some fashion. Equally many, however, are not. You can get around this by just playing the games you like, but that avoids the whole framework of the boardgame. The voice work is what puts this game up from the unremarkable to the, well, remarkable; it's crisp and excellent in all counts, even through the affected accents of some minor characters. I question the aiming point of this product, though; even on its easiest levels, it's too hard for most children, yet the game seems partially aimed at them. In any event Hodj 'n' Pod, can certainly provide some decent entertainment. **- Kevin**

Originality 71 | Playability 90 | Visuals 92 | Audio 92 | Manual 84

Hodj 'n' Pod, is an apt title for this rather aimless series of puzzles disguised as a pseudo-boardgame. Not that all of the puzzles are bad—a few are quite good—but there's no real cohesion to any of them. You'll find arcade action wrapped up with wordplay and memory games tied to logic puzzles. The Race to Save the Princesses motif could easily have been substituted with the Race to Find the Really, Big Stick motif. You won't feel connected to your character and most of the puzzles aren't difficult enough to warrant a second go-round. On the other hand, the puzzles are all sort of charming. Because the designers borrowed from games that have been popular in the past (such as Atcheroids, which is a Space Invaders-style knockoff), most people will already have an idea how to play them. The graphics for the game are lush and the subject matter seems suitable for kids. I think this will probably be a hot seller for parents of youngsters since it works to connect both generations. **- Ted**

Originality 78 | Playability 82 | Visuals 88 | Audio 90 | Manual 79

Hodj 'n' Podj is a very charming game with some wonderful art and voice over work. The narrator with a British storytelling voice keeps you informed while you play the board game with such expressives as "Alas, our brave adventurer." All of the artwork is equally impressive in its SVGA detail and gives the game a storybook style. As far as the games go, almost all of them are modeled after some game you will probably be familiar with. However, some of the choices are a bit questionable. There is a PacMan-style game I thought did not belong, and the Break Out game played inside a Ferris Wheel. The point is that with all the effort put into the storybook look and feel I don't know why they would include games like these. My favorite game is the Lighthouse where in the middle of a low-resolution picture is a small lighthouse that spins its beacon around and sweeps away a color within its line of sight. By choosing the colors, you try to clear the entire picture away within the preset rotations. **- Tasos**

BREAKING AWAY FROM THE FLEET

HIGH SEAS Trader

Ever wanted to **sail** into the sunset? Visit **ports** of call known only to grizzled **18th century** sea captains?

Then let our unique **first-person** perspective and stunning **3-D** graphics put the wind in your sails! **Swashbuckle** away as you **trade** goods, vanquish **enemy ships** and create routes to **riches**. Take time to gossip in local **taverns**, repair **cannonball** damage, and stoke up your **crew's** morale. (A little rum, perhaps?)

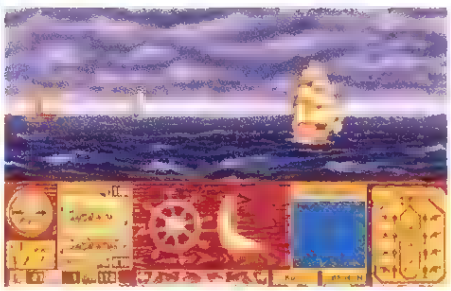
Chart your progress with our authentic **navigational** aids, and revel in a world long gone: Where **fortunes** are fiercely defended, and only **skill** stands between you and the deep blue sea!

Features:

- Variety of goods to trade and passengers to carry.
- Command a crew of soldiers, sailors and apprentices.
- Defend against pirates and enemy men-o'-war.
- Buy and enhance ships from several models.
- Highly intuitive interface.
- Dynamic pricing and political models.
- Strong replayability.

Travel the world in search of riches

Visit exotic ports on many continents



Engage enemy ships in realistic sea combat

Impressions

© Impressions Software, Inc. 222 Third Street, Cambridge, MA 02142

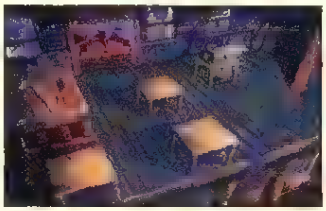
IBM PC Screenshots may vary

Edward Carnby is Back for More in Alone in the Dark 3

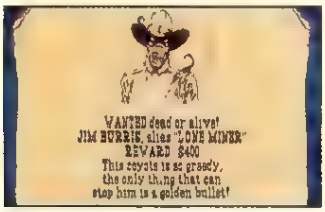
Greg Saunders, the father of Grace Saunders, has had some trouble on the set of his latest film. Shot in a town called Slaughter Gulch, there have been some eerie occurrences with members of the cast and crew. For $1200.00, you're on the case.

As time marches on, the storyline in the Alone in the Dark series keeps getting richer and richer.

The call from Greg Saunders came as something of a surprise. You hadn't seen or talked to him since the day you brought his little girl, Grace, back home to him, rescued safe and sound from the clutches of the evil One-Eyed Jack the end of the phone call with Greg. There had been a pause in the conversation, and whatever came on the other end of the line after that pause was definitely not human. Hell's minions apparently have it in for you. On the other hand, twelve hundred bucks is twelve hundred bucks... You open your desk drawer and remove your trusty .38 Special "Slaughter Gulch it is," you mutter under your breath.



The old saloon is vacant except for an old projector.


WANTED dead or alive!
JIM BURRIS, alias "LONE MINER"
REWARD $400
This coyote is so greedy,
the only thing that can
stop him is a golden bullet!

REAL bad guys have a scorpion on their shoulder.

A big Hollywood producer, Greg Saunders earns more in a week than you do all year. Now, it seems, there's been some trouble on the location shoot of his latest blockbuster, *The Last Ranger*, a western starring Hollywood heartthrob Billy Silver. Currently under production in a lonely little hole of a ghost town in the Mojave desert, a place called Slaughter Gulch, *The Last Ranger*'s crew has not reported in to the studio in two days. Coincidentally, Emily Hartwood, who you had rescued from the Derceto mansion some three years earlier, is on the film crew. This case is not shaping up the way you like, particularly since the Mystery Examiner has dubbed you "the Supernatural Private Eye" after your previous two affairs. Not nice at all. But what really made your blood run to ice was

THE UNFORGIVEN

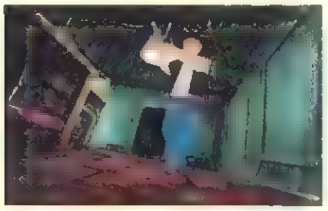
Apparently, the evil hellspawn you've managed to outwit in your two previous adventures are convinced that the third time's the charm. One-Eyed Jack is here, and he's brought along all of his Hell's Kitchen buddies to make your life miserable. Emily Hartwood is also featured perhaps you'll have opportunity to rekindle your romance with her. And if you thought you had run into a lot of evil spirits in your last two encounters, there's nothing quite like a ghost town to make you rethink your life. At almost every turning of the story, you'll encounter a myriad of Old West outlaws and no-gooders trying to quite literally make your life a living Hell.

HANG 'EM HIGH

So what's at stake here, besides the fate of your eternal soul? Well, there's Emily, of course. But you know that she's just bait to entice you to come out to Slaughter Gulch. There's also the possibility of doing in One-Eyed Jack once and for all. Still, that seems like small potatoes, you can't believe that minor imps like Jack would ever have the brains to hold a grudge. Judging by the number of ghoulies who are trying to use you as a human chew toy, there's something bigger going on in Slaughter Gulch. The only thing that makes sense to you is the possibility of the onset of the Apocalypse. The minions of Hell have decided to test the waters, so to speak, beginning with a waterless, heat-cracked ghost town in the middle of the Mojave desert. It's up to you to make certain that, once this is over, there'll be Hell to pay for One-Eyed Jack's mistake.

THE SHOOTIST

Alone in the Dark 3 uses exactly the same gaming engine as the last installment in this series. Odd camera angles help to heighten your sense that you're starring in your own movie, but they can also help



Tex Carnby shows good shooting form with a revolver.

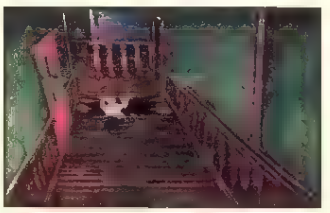
or hinder the player. Fighting whether with a weapon or with bare fists, becomes a matter of understanding how the angles work and judging the size and distance of your enemies properly. The essential thing to remember is not to lose your head and start randomly turning and firing. The careful gamer is the successful gamer

no bullet has ever been effective against them. The man known as "Lone Miner" is a scary sight to behold. With a grin like a piranha and a trigger finger that's both quick and dead, he'll try to ambush you on the prison roof. Remember this: Slaughter Gulch is a place with no honor. Your enemies will just as soon shoot you whether you are armed, facing them, or not.

BADMAN'S TERRITORY

Oh! the places you'll go! I've already mentioned the town of Slaughter Gulch, where you'll find all the general accoutrements of Old West boom towns, prison, saloon, hotel, town hall, bank, general store train station and, of course, Boot Hill. Beyond Slaughter Gulch you'll find the Eagle Path, a mystical enchantment of Indian origin. Here you'll be surprised to find that your hands will have a tawny golden color and really long, very sharp claws. Enjoy your time as a cougar; it's not something that everyone gets to experience. The third and final area of the game is called the Caves of the Apocalypse. Earthquakes have been rumbling through the area, and scientists have associated these tremors with

Now's not the time to start praying! Start shooting!



With that bum knee, Carnby can't leap very well.

the nearby San Andreas fault. What the scientists don't know is that the earthquakes have nothing to do with a fault line; they are the gates of Hell itself being pushed open from the inside. It is this final episode where you'll confront your final nemesis, the founder of Slaughter Gulch, Jed Stone. Jed, it seems is the offspring of one Elizabeth Jarret

You may remember her as the witch accomplice of One-Eyed Jack in your previous encounter. It seems that even minor minions of Hell hold grudges

HAVE GUN, WILL TRAVEL

As it was in Alone in the Dark and Alone in the Dark 2, so it is in Alone in the Dark 3. There are some enemies that are very quick on their feet. If you're carrying a gun, it might be best to take them out that way, but if you find yourself with a paucity of weaponry and ammunition you'll need to resort to your old standby, fisticuffs. Be forewarned, however, that not all enemies can be killed with either a gun or your fists; you'll need an alternative form of death-dealing. One option is the whip you'll find on the prison roof; it has great range, but a fairly slow "reload" rate. If you're up against an enemy who's carrying a six-gun, try to find some cover, as he'll soon be out of bullets. At that point you can probably lick him

The western theme combined with the odd camera angles and over-the-top sound make this a sort of True Grit meets Blood Simple.

Alone in the Dark and the Lost City of Gold

By I-Motion
1333 Ocean Avenue
Suite J
Santa Monica, CA 90401
(310) 576-1888
Fax: (310) 576-1889

AVERAGE SCORE: 89

Requirements
386DX/33+, VGA, 4MB RAM, 1xCD-ROM

Controller
Mouse or Keyboard

Hard Drive Space
35 MB

Number of Players
One Player

Available For
PC and compatibles

Designed By
I-Motion

Distributed By
I-Motion

Street Price
$59.95

REVIEWS

...this latest episode still includes the wonderful variety of perspectives that have contributed to the series' success.

Originality	80
Playability	42
Visuals	86
Audio	84
Manual	75

As time marches on, the storyline in the Alone in the Dark series keeps getting richer and richer. Unfortunately, the basic engine used to tell that story is getting very, very old. While I was willing to endure interface difficulties with the original AITD years ago, the industry has moved forward since then; it's high time for the AITD engine to do so as well. The only thing that keeps me glued to the keyboard is the powerful and eerie storyline, and that hold can slip all too easily when I'm forced to agonize for five minutes over an action as simple as picking up an object from a table. When actual combat is occurring, or speed is otherwise needed, the game can be much more frustrating than it's worth. The puzzles in the game are tough enough to figure out without excessive difficulty in physically achieving them. By storyline and plot alone, this game is a clear masterpiece; but it's so unplayable that its overall score must suffer. ***- Kevin***

Originality	85
Playability	88
Visuals	89
Audio	93
Manual	88

Boy howdy! Alone in the Dark 3 took some getting used to, although it's exactly the same interface as Alone in the Dark 2, I had forgotten what a struggle it can be to get your aim right. However, after several false starts, I managed to get up to speed again. The storyline in this one is terrific and the guys at I-Motion have done a great job plumbing its depths. The reappearance of One-Eyed Jack was something of a surprise to me, and if the end of AITD3 is any indication, like Jason, Freddy, Michael Myers and Arnold Schwarzenegger he'll be back. The western theme combined with the odd camera angles and over-the-top sound make this a sort of True Grit meets Blood Simple. The puzzles are quite good, although only a couple will have you scratching your head. The graphics are exactly the same as in AITD2, and there are some scenes where, if you don't get out of the room quickly, you'll be faced with an endless onslaught of bad guys. ***- Ted***

Originality	82
Playability	84
Visuals	91
Audio	86
Manual	88

Like its predecessors, Alone In the Dark 3 uses a nice balance of action and graphic adventure. It may take a little while to get used to the controls if you haven't played these games before, but once you do it works pretty well. When you have to fight you are usually not required to perform amazing feats of agility and coordination. Some fights can get tough, but that's because they require a little bit of strategy and planning the utilization your surroundings effectively. The adventure part is unlike other games of this genre. There is not any hot spot hunting in the traditional sense since you don't use a mouse. Instead you have to be in Search mode and start examining things up close. Objects lying around are practically given to you. Although it is not much different than AITD2 besides the setting, this latest episode still includes the wonderful variety of perspectives that have contributed to the series' success. ***- Tasos***

RIDE THE HIGH COUNTRY

The interesting juxtaposition of action, adventure, mystery and western, combined with unusual camera angles and incredibly overdone sound, helps to draw the player into the game. Eerie ambience is the overall effect, and you find yourself identifying with Edward Carnby. From the opening scene of having a bridge blown out from under your feet, all the way through its Indian and pagan mysticism, and right up until you rescue the world and get the girl, you'll feel as though you've not just played a game but lived an adventure.

"Yeah, well the Mackerel I caught was bigger than that!"

THE NINE LIVES OF ELFEGO BACA

Aside from the portions of the game where the bad guys are trying to perforate your body with demonic bullets, which is nearly everywhere, Alone in the Dark 3 presents the player with some intriguing puzzles. The hovering tombstone requires that you pay attention to timing. The ghostly hangman puzzle will challenge your quick reflexes and quicker thinking. And the rather limited amount of ammo will give you headaches trying to figure out where you need to expend some and where your fists will suffice.

Your toughest puzzle stint will be all in your head, though. When you awaken on the Eagle Path, you'll be in the shape of a cougar. Without pants, you'll be unable to carry inventory. Just remember: there's a reason cougars were feared in the old west. They had the agility and stealth to creep up on an enemy, as well as the strength necessary to dispatch a man with one well-placed blow. Use your abilities wisely and well.

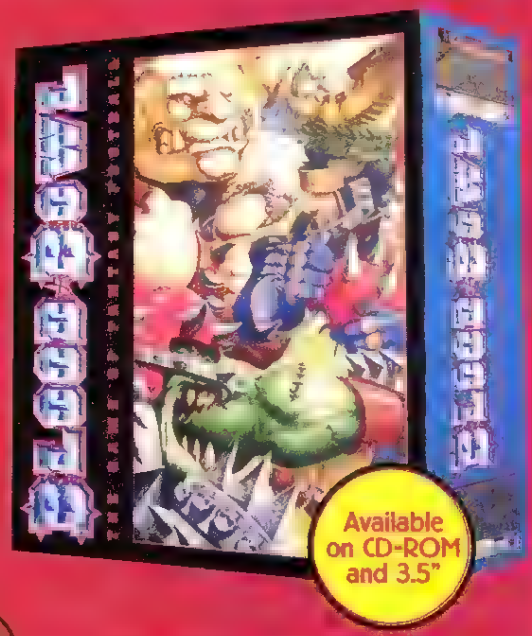
When you find an object you can take it or leave it; simple.

The different perspectives are a trademark of the AITD series.

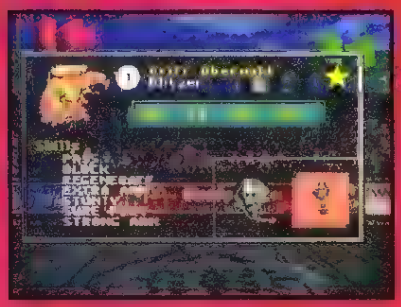
BLOOD BOWL

THE GAME OF FANTASY FOOTBALL

This Sport is War



- A sports strategy simulation based on the original game design by Games Workshop
- League, season and exhibition battles
- Trading and free agent claiming option
- Single or two player competition
- 8 authentic Blood Bowl teams with original fight songs
- Instant replay and exclusive "Sky-Eye" Blimp Cam
- Head-to-head modem play
- Humans, orcs, dwarfs, skeletons and real ugly cheerleaders



1•800•334•6572

or FAX us at (302) 368-8600

This product contains artwork, characters, and imagery the copyright and all other rights in which are the

Interactive Software. All rights reserved.

The Ol' Pig Skin Might Still Be the Best Football Toy Around

Like the sport itself, electronic football games have come a long way. A plethora of plastic figures have been manufactured in all shapes and sizes in an attempt to bring the thrills of the grid iron to our family rooms, or put it portably in our hands.

Live Action Football

By Accolade

5300 Stevens Creek Blvd.
San Jose, CA 95129
(408) 985-1700
Fax: (408) 246-1053

AVERAGE SCORE: 84

Requirements
386/25+, SVGA, 8MB RAM, 1xCD-ROM, MS Windows

Controller
Mouse, Keyboard

Hard Drive Space
8 MB

Number of Players
One or Two Players

Available For
PC and compatibles

Designed By
Accolade

Distributed By
Accolade

Retail Price
$69.95

Like many computer games, they looked great on the box but were anything less than a fun experience after only a short period of play.

Let's see a show of hands: how many of you shredded the wrapping paper with a wide-eyed "Oh, Yeah!" when you found a large, flat cardboard box that contained a table-top football field made of metal. Little figurines could be set up and the little foam football was placed gingerly in the quarterback's cocked hand. Turn the switch and say hike for the snap. Such a racket to make these inanimates spin and bounce in no particular order until the guy with the ball bumped into a defender. Looking back, the AI needed a little tweaking: poor passing game.

By then you might have called your friends over to play, but soon would put your coats and shoes on to go outside and play "maul ball," or whatever that particular game was called in your neighborhood.

Or ask your parents just how hard it was to find the first hand-held Mattel game at Christmas, the one with the three rows of little red blips. Those things had to make battery manufacturers quite happy with the sales of nine-volts.

It might have been fun at the time, but it had very little to do with football except that your objective was to score a touchdown. The Atari 2600 put an entire field on your TV screen with little Space Invaders-looking players that oscillated in and out of reality. Not quite. Even Super Toe came closer to at least one aspect of the game.

Today electronic football games number by the dozens on all of the different platforms. Side-by-side comparisons are made to show their product with a completed column of yes's to convey, "We've got it, they don't."

Get some insight into a player's career from Pat Haden.

The play choices depend on the strategy you choose.

Of all the different varieties in all the different formats, one can never claim to be "the best." As a member of a capitalist society, it's your choice. Some games have a larger statistical engine, but lack-luster graphics on the field. Others do a terrific job of putting you in control of the players during the game, but you have to choose from a few stock plays that you can't change. Still others try to give you the complete package and bite off more than they can chew as most elements are little more than mediocre.

In the style of the old VCR football games that had real NFL footage or past computer games that used the same, Live Action Football takes the genre a step in what might be the right direction.

These products would often show the execution of a play that had little resemblance to what you should be seeing. While coaching the Bears you call a fullback dive run for six yards and you would see Marcus Allen on a sweep for two (it's a running play, shut up).

Accolade decided to go at it differently to avoid these problems all

together. The game is the Pro Bowl which alleviates the game/video clip team discrepancy, and you still get all of the top players in the NFL. Imagine coaching an NFC team that has Emmitt Smith and Barry Sanders in the backfield with Aikman at the helm.

You might have a real hard time getting all these guys together, however. Instead, Accolade hired the Orlando Predators, an arena football team, to come out and run some plays for a few days. The squad split up into the AFC and the NFC and wore jerseys with the name of their designated player and number on it.

They then choreographed different formations with a number of outcomes. Over 600 plays were filmed in all to provide the necessary variety to make the game hopefully believable and of course entertaining.

Call the play and watch the result in full-motion video.

Last but not least, two familiar voices to football fans were used to analyze and talk over the action. Al Michaels, who by now has become almost as much a part of Sport Accolade games as he has to Monday Night Football gives the play-by-play. To accompany Al is Pat Haden, a well known professional and college football analyst, to provide the color commentary.

If a particular player makes a great play or is giving a stellar performance, a photograph of the player with his career and game stats are shown while Pat gives some information about him.

The pastiche of video clips... manages only to represent a pastiche of video clips.

The production team wanted to be sure that running the same consecutive plays against the same defensive formations would not always have a similar result. The amalgamation of all these clips on one CD would provide the material to hopefully achieve what they had set out to do.

The next step was to present it in a familiar environment. A TV-style interface was created with colorful graphics to surround the video window at its heart. For the instant replays, VCR-like controls were added to allow you to watch in slow-motion and save the best clips for the highlight reel.

Watch an instant replay and save the best highlights.

it's the AFC versus the NFC in a Pro Bowl match-up.

Just sit back and play against the computer or take on a friend and pick which play to run, then watch the action. You can also decide the kind of game your team will play. Will you go with a defense-oriented strategy, balanced, or just wide-open?

Choose from a full-length game, shorten the quarters, or pick it up from the two-minute drill or sudden-death overtime at five, ten and fifteen minutes.

You have the best the NFL has to offer on your side; it's now up to you to try to out guess your opponent.

Originality 86
Playability 83
Visuals 85
Audio 80
Manual 86

LAF contains all of the action and none of the spectacle of a real game of football. The pastiche of video clips that is supposed to represent a massive struggle on the field manages only to represent a pastiche of video clips. The fault, unfortunately, lies in the necessary generic nature of the clips; they have been so carefully edited that they reveal almost nothing of the actual play. While this may seem only an aesthetic problem, it poses some serious strategic difficulties. Is the ball on the right or left hash? Either the game doesn't tell me or it doesn't matter either way, the implications are not good. LAF is obviously intended as a beer-and-pretzels, light-hearted game intended for casual play—but even casual players will have problems with field goals that aren't counted and other errors. Finally, and most unfortunate from aesthetic standpoint, the actual players in the clips are quite clearly minor leaguers with famous names on their backs. Making matters worse, they're not even trying hard. **- Kevin**

Originality 75
Playability 72
Visuals 87
Audio 90
Manual 89

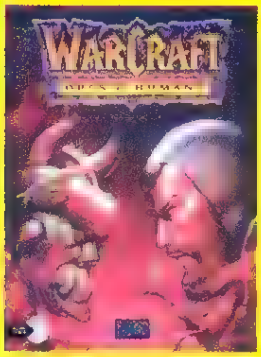
Live Action Football is a nifty concept, but it falls just a bit short due to its core element: live video footage. I've seen it happen time and again with so-called "interactive movies" there simply isn't enough player input to actually call it a game and the number of options you can exercise is limited by the range of filmed sequences. On the other hand, I like this game for its live video because it seems familiar to me. It looks like football on TV, which, though I don't watch it a lot gives me a certain amount of satisfaction to watch. The playbook is far too limited for anybody with more than a passing interest in football as a strategic sport. The limitations deepen because the designers apparently didn't want to build in a ridiculousness factor. I realize that I'll never be able to make a field goal when kicking from my own 35-yard line, but I'd like the opportunity to be stupid about it anyway. The sound is excellent though, and, yes, Al Michaels now qualifies as a force of nature. **-Ted**

Originality 78
Playability 85
Visuals 85
Audio 88
Manual 92

Live Action Football has some good planning behind it and some good ideas, but they weren't executed as well as they could have been. The idea of filming their own video clips was great, but the production quality wasn't close enough to NFL games on TV. The player profile between plays is done nicely, but it usually gets repetitive and you can't pass by them. I also felt that the time clock should run at a faster pace than real-time. You only have a limited number of plays to pick from, and it doesn't take that long to decide. This makes a full-length game go by very slowly. The first couple of games against the computer are kind of fun, but it gets old fast. Have plans to play against others. There are still a few bugs, like I saw long field goals made that weren't counted on the scoreboard, and there are only a couple of special teams clips. Other than that the repetition is not too bad and they are usually close to the actual result. With a bigger budget, Accolade could really have something here. **-Tasos**

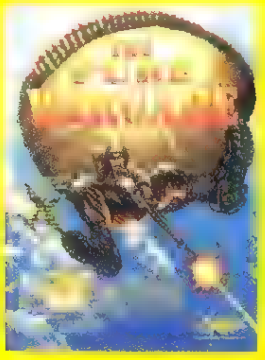
CHIPS&BITS INC.

Call 800-699-4263 Int'l 802-767-3033
Fax 802-767-3382 Source 10211
PO BOX 234 DEPT 10211 ROCHESTER VT 05767



'WARCRAFT' Enter the world of WarCraft, a mystical land where evil orcs and noble humans battle for survival. Destroy the orcish hordes or crush the weakling humans, the choice is yours. With an ingenious arsenal of weaponry and powerful magic. **CD $39**

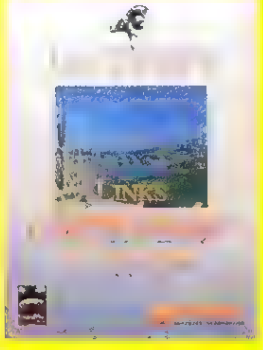
'THRUSTMASTER XL ACTION CONTROLLER' This joystick offers advanced functionality enjoyed by flight sim enthusiasts. Features three instant response buttons, action trigger, 4-way thumb switch, pistol grip & glow-in-the-dark buttons. **$24**



'THE PURE WARGAME: DEATH FROM ABOVE' Designed to give you full control of an extremely accurate rendition of the greatest airborne assaults in WW2. Offers command of Axis or Allied forces & authentic Battalion insignias. **$29**

FREE SHIPPING!

Place an order for an out of stock software item and recieve FREE overnight shipping whe product becomes available. Handling $2 per shipment.



'LINKS PRO BIG HORN COURSE DISK' Bighorn's 6,888-yard championship golf course is a stunning achievement by renowned architect Arthur Hills. The first six holes offer a variety of elevations. The sixth hole Bighorn's signature hole is a 505 yard par 4. **$19**

'USS TICONDEROGA' As Commander you have a NAVY Missle Cruiser to help you challenge enemies of World Freedom. Travel oceans around the world with this real-time game that can make experienced Commanders sweat. Nothings average here. **$34**

IBM HARDWARE

SOUND CARDS

Advncd Gravs Ult Mx	$179
Media Concept SB Cln	$39
Pro Audio Studio 16	$119
Suond Blaster Value	$109
Sound Blaster 32 AWE	$263
Snd Scp 16 Bt Wvtbl	$185
Sound Source	$19

SPEAKERS

Acoste Rsrch Prtnr 750	$219
Altec ACS 300 Sp wSb	$239
Audiphile Ref 10A	$122
Labtech CS 600	$24
Labtech CS-1400	$99
Labtech CS-900	$59
Snd Glxy BX2 wspkr	$29
Snd Glxy NX2 w spkr	$49
Snd Glxy NXPro 16MM	$229
Vvid 3D Sound	$58

GAME CONTROLLERS

Auto Cockpit	$159
CH Mach 3 Joydtick	$25
CH Pro Pedals	$85
CH Pro Throttle	$89
CH Virtual Pilot Pro	$75
Cyberman	$79
Flight StckPro	$57
FlghtStk Pro/X Wng Bn	$72
Game Zapper	$47
Gravis Pheonix Joystck	$98
Joyswitch	$39
Logitech Wing Man Ext	$49
Maxx Cobra Flightstick	$59
Notebook Gameport	$42
PC Virtual Golf Club	$119
Thrustmstr Drving C S	$111
Thrustmstr F16 TQS	$112
Thrustmstr FCS Pro	$89
Thrustmstr FCS (F16)	$112
Thrustmstr Game Crd	$25
Thrustmstr Rudder Sys	$99
Thrustmstr WCS Mark 2	$90
VFX 1 Virt Realty Hdgr	$949

CD ROM HARDWARE

1 Plex 4-Speed Drive	$459
NEC 4XE External Dr	$489
Reel Magic Video Upgrd	$342
SBIstr Discovry CD 16	$289
SBIstr Gamblstr CD16	$379
SBIstr Omni CD Dr (3x)	$344
SBIstr Omni CD Dr(4x)	$412

IBM ADVENTURE

7th Guest 2 11th Hour	$49
Alone in the Dark 3 CD	$48
Amazon	$35
American Sweethrts CD	$42
Arm of Dorkn WN CD	$35
Beneath Steel Sky CD	$41
Big Red Adventure CD	$40
Bioforge CD ROM	$44
Blackthorne CD	$29
Blood Society CD	$34
Bloodnet	$39
Blown Away WIN CD	$39
Brain Dead 13 CD	$38
Buccaneers CD	$18
Bureau 13 CD	$39
Burn Cycle CD	$39
Campaign Cartographer	$46
Commander Blood CD	$41
Companions of Xanth	$32
Conspiracy CD	$30
Corridor 7	$28
Creature Shock CD	$49
Cyber a CD	$45
Cyberwar CD	$18
Daedalus Encountr CD	$46
Damnesia CD	$36
Dark Forces CD	$47
Darkseed 2	$42
Day of the Tentacle CD	$42
Death Gate CD	$32
Dscworld or CD	$15
Doom 2 Extra Lvls CD	$22
Doom 2 Hell on Earth	$42
Dreamweb	$34
Ecstatica CD	$35
Entombed CD	$38
Evolution or CD	$29
Flash Traffic CD	$39
Flashback CD	$38
Fortress Dr Radiak CD	$32
Frankenstein CD	$46
Freelancer 2120	$35
Full Throttle CD	$42
G Nome or CD	$13
Gabriel Knight	$24
Gadget CD	$45
Gateway Colct 1&2 CD	$36
Gender Wars CD	$49
Hand of Fate (Legend of Kyrandia 2)	$26
Harvester CD	$44
Heaven and Earth	$32
Hell Cab CD	$42
Heretic 2 CD	$46

IBM ADVENTURE

Hired Guns	$36
In Extremus	$42
Inca 3 CD	$39
IndyJons Ft Atlants CD	$42
Iron Helix CD	$56
Jagged Alliance	$45
Johnny Mnemonic CD	$41
Journeymn Prjct 2 CD	$48
Kngs Quest 7 CD WN	$49
Kngs Ransom or CD	$33
Kingdom O Magic CD	$54
Labyrinth of Time CD	$24
Lands of Lore 2	$42
Lawn Mower Man 2 CD	$49
Legend Kyrandia 3 CD	$39
Leisure Suit Larry 7 CD	$44
Loadstar CD	$49
Lost Eden CD	$39
Lst Files Sherlck Holms	$32
Lunicus CD	$42
MTV Cub Dead CD	$39
Maabus CD	$32
Madness of Roland CD	$29
Man Enough CD	$34
Mission Critica CD	$34
Myst CD	$46
Nerves of Steel or CD	$22
Night Trap CD	$48
No Word Order CD	$24
Noctropolis CD	$41
Operatn Body Cnt CD	$29
Out of this World 2 CD	$47
Phantasmagoria CD	$49
Pitfalor CD	$38
Police Quest 5 CD	$48
Quarantine	$35
Quest for Glory 4 CD	$44
Quest for Glory 5 CD	$45
Relentless CD	$44
Riddle of Master Lu CD	$48
Rise of the Trid	$35
Simon Sorcerer 2 CD	$37
Space Quest 6 CD	$45
Star Reach	$36
Star Trk NG Co Ed CD	$19
Star Trk Star Fleet CD	$48
StarGate	$38
System Shock	$44
Terror of the Deep	$35
The Dig	$40
Under a Killing Mn CD	$45
Voyeur CD	$46
Waker	$32
Wolf Hunt Be Hunid CD	$39

IBM STRATEGY

1830 RR & Robbr Baron	$34
18th Air Squadron	$36
A Train	$31
Advanced Civilization	$34
Archon Ultra	$32
Battle Bugs	$37
Battle Isle 2200 CD	$34
Battle of Chickamagua	$38
Battles in Time	$35
Black Beard	$34
Black Beard CD	$34
Breach 3	$34
Breach 3 CD	$34
Campaign 2	$36
Castles 2 CD	$48
Celtic Tale Bajor Ev.CD	$39
Civilization	$34
Civilization Network WN	$48
Civilization WIN	$45
Colonization	$46
Colonization CD	$46
Command and Conquer	$38
Conquered Kingdoms 2	$36
Conqueror	$46
Combat	$36
Dungeons	$36
Dead Zone CD	$52
Detroit	$39
Dune 2	$28
Empire Builder	$36
Empire Deluxe 2	$38
Fantasy Empires CD	$42
Fantasy Freedom CD	$48
Feudal	$34
Flight Commandr 2 CD	$38
Front Lines & CD	$39
Gazillionaire WIN CD	$29
Genesia	$39
Genghis Khan 2	$34
Global Domination	$34
Grandest Fleet CD	$33
Great Navl Battls 3 CD	$48
Hammer of Gods CD	$39
High Seas Trader & CD	$39
Historyline 1914-18 WN	$38
Jagged Alliance CD	$46
Kingdoms of France	$34
Kingdoms of Germany	$34
Kingmaker	$32
Koshan Conspiracy	$36
Legions WIN	$34
Lemmings 3 & CD	$35
Lemmings Chronicles	$35
Lords of Realm & CD	$39

IBM STRATEGY

Lost Admiral 2	$39
Machiavelli Prince WN	$40
Master of Magic & CD	$39
Master of Orion	$39
MechLord nnr Crd CD	$35
Merchant Prince	$37
Millenium Auction CD	$46
Navy Strike & CD	$40
New Horizons & CD	$34
Nobunagas Ambition 2	$34
Onslaught WIN	$39
Operat on Crusader CD	$39
Outpost WIN	$38
Patrician	$34
Pax Imperia	$34
Perfect General 2 & CD	$35
Pirates Gold WIN CD	$24
Pizza Tycoon	$40
Rags to Riches	$36
Railroad Tycoon 2	$24
Robo Sport WIN	$34
Romance 3 Kingdoms 3	$39
Romance 3 Kingdoms 4	$39
Rules of Engagement 2	$29
Sabre Team	$28
Second Conflict WN	$34
Serf City Life's Feudal	$37
Sid Meirs Civ War	$58
Sim Ant CD	$41
Sim City 2000	$34
Sim City CD	$47
Sim City WIN 525	$29
Sim Health	$25
Sim Life	$29
Sim Town CD	$33
SimTower or CD	$33
Space Miner	$36
Space Raiders CD	$42
Star Control 3 CD	$39
Starlord CD ROM	$39
Starship CD	$39
Starship Troopers	$39
The Complete UMS	$49
Rogarian Agenda CD	$39
Theme Park	$38
Transport Tycoon	$48
USS Ticonderoga	$34
Ultimate Domain or CD	$36
Victory or Defeat WN	$42
Vikings 2	$36
Warcraft & CD	$39
Warlords 2	$29
Words of War CD	$48
X-Com UFO Def or CD	$38

IBM SIMULATIONS

1st Encounters & CD	$29
A320 Airbus	$29
AH-64 B Longbow	$54
Absolute Zero CD	$40
Aces Over Europe	$32
Aces of the Deep	$44
Aces of the Pacfic &CD	$39
Aces over Europe CD	$39
Across the Rhine CD	$47
Across Rhine Gold CD	$48
Air Cmbt Pcfc 1942 Gld	$46
US Navy Fighters CD	$47
Air Havoc Controlr WN	$39
Air Warrior 2 & CD	$34
Air Warrior SVGA	$34
Armored Fist	$43
Army Air Corps 1942	$48
B17 Flying Fortrs w SS2	$37
Battle of Britain 2 WIN	$34
Battlecruiser 3000	$43
Chopper Pack CD	$38
Chopper Strike	$48
Confirmed Kl CD	$44
Cyber Race CD	$32
Cycleman a CD	$31
D-Day Operation Ovrld	$39
Dawn Patrol & CD	$40
Deta V	$39
Descent 2 0 CD	$46
European Racers CD	$29
Evolver	$38
F15 Strike Eagle II	$34
FA 18 Hornet & CD	$54
Falcon Gold CD	$52
Fast Attack CD	$48
Fighter Duel Pro 2	$33
Fighter Wing & CD	$39
Fleet Defendr F14 Tmct	$12
Fleet Defendr Gold CD	$48
Flight Sim Toolkit CD	$39
Flight Unlimited CD	$48
Flying Circus	$39
Formation Attack CD	$48
Great Navl Battls 2 CD	$39
HAWC	$32
Harrier Assault CD	$35
Indy Car Racing	$30
Inferno	$44
Inferno CD ROM	$44
Iron Angel CD	$44
Jet Fighter 3	$41
Jet Fighter 3 CD	$47
Jet Pack CD	$39
Jump Jet Aces Pack	$46

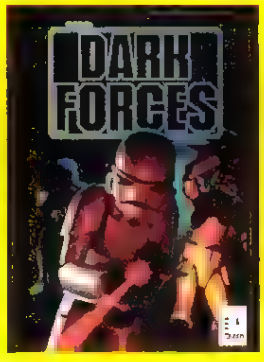
GR 3/95

OVERNIGHT SHIPPING in US $4 per order. Mail to Canada, PR, HI, AK, APO, FPO $4 per order. World wide airmail $6 per item. Handling $2 per shipment. Hardware orders may require additional shipping charges. Call for details.

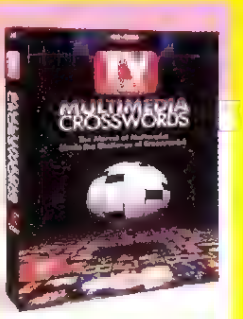
Visa, MC and Discover accepted. Check held 4 weeks Money Orders under $200 same as cash. COD $8. Defectives replaced with same product. Most items shipped same day. Shipping times may vary. Price/availability may change. All sales final.

FREE GAME OFFER*

'RENEGADE' You're the best they've got and it's up to you to command your squadron against an invasion of the Terran Government. Super-VGA first-person battles and multiple skill levels. You can also listen to your own CD's as you play. It's all up to you. **CD$48**



'DARK FORCES' You must capture the Death Star plan and infiltrate the Empire's secret facility where a new army of mechanized, super storm-troopers must be stopped. Features richly detailed 3D environments and first person perspective. **CD**



'TV GUIDE'S MULTIMEDIA CROSSWORDS' Crosswords with a twist! Solve puzzles like never before with more than 1,800 video photographs and music clues. These CD-ROMs cover a variety of topics **CD $19**

'WINGS OF GLORY' Climb into the cockpit of a Sopwith Camel and test your skills as a daring aviator. Discover the strengths & weaknesses of different planes as well as those of the enemy. Earn the respect of both sides as you secure your place in the company of aces **CD$44**

'ULTIMA UNDERWORLD 2: Labyrinth of Worlds' The Guardian strikes again, encasing the building in a gigantic black-rock gem. He offers the imprisoned heroes a simple choice: proclaim him ruler of all Britannia, or starve **$19**

***FREE GAME OFFER**

Spend the specified amount on any in stock software and choose a free IBM game from the corresponding list below. Offer subject to change or cancellation without notice. Valid from Feb 1st - Mar 31st or while supplies last. Requests must be made at time of order.

SPEND $60

Armor Ace $25, Battle Isle 2 $35, Falcon 3 Scenario $25, MiG 29 $35, SNB Scenario $25, Bladerunner $25, Gunship 2000 $35, Hoverforce $25, Sports Adventure $25, Jump Flight $25, Knights of the Sky $25, Lemmings $25, Lemmings Data Disk $25, Lemmings Oh No More $25, Lemmings Stand Alone $25, Lemmings Tricks $25, Lemmings Winter $25, Lemmings Xmas $25, Lemmings Xpack $25, Lemmings Xpack Data Disk $25, Lemmings Xpack Stand Alone $25, Lemmings Xpack Tricks $25, Lemmings Xpack Winter $25, Lemmings Xpack Xmas $25, Lemmings Xpack Xpack $25, Lemmings Xpack Xpack Data Disk $25, Lemmings Xpack Xpack Stand Alone $25, Lemmings Xpack Xpack Tricks $25, Lemmings Xpack Xpack Winter $25, Lemmings Xpack Xpack Xmas $25, Lemmings Xpack Xpack Xpack $25, Lemmings Xpack Xpack Xpack Data Disk $25, Lemmings Xpack Xpack Xpack Stand Alone $25, Lemmings Xpack Xpack Xpack Tricks $25, Lemmings Xpack Xpack Xpack Winter $25, Lemmings Xpack Xpack Xpack Xmas $25, Lemmings Xpack Xpack Xpack Xpack $25, Lemmings Xpack Xpack Xpack Xpack Data Disk $25, Lemmings Xpack Xpack Xpack Xpack Stand Alone $25, Lemmings Xpack Xpack Xpack Xpack Tricks $25, Lemmings Xpack Xpack Xpack Xpack Winter $25, Lemmings Xpack Xpack Xpack Xpack Xmas $25, Lemmings Xpack Xpack Xpack Xpack Xpack $25, Lemmings Xpack Xpack Xpack Xpack Xpack Data Disk $25, Lemmings Xpack Xpack Xpack Xpack Xpack Stand Alone $25, Lemmings Xpack Xpack Xpack Xpack Xpack Tricks $25, Lemmings Xpack Xpack Xpack Xpack Xpack Winter $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xmas $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Data Disk $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Stand Alone $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Tricks $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Winter $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xmas $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Data Disk $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Stand Alone $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Tricks $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Winter $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xmas $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Data Disk $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Stand Alone $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Tricks $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Winter $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xmas $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Data Disk $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Stand Alone $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Tricks $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Winter $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xmas $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Data Disk $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Stand Alone $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Tricks $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Winter $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xmas $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Data Disk $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Stand Alone $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Tricks $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Winter $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xmas $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Data Disk $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Stand Alone $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Tricks $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Winter $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xmas $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Data Disk $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Stand Alone $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Tricks $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Winter $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xmas $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Data Disk $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Stand Alone $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Tricks $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Winter $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xmas $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Data Disk $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Stand Alone $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Tricks $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Winter $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xmas $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Data Disk $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Stand Alone $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Tricks $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Winter $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xmas $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Data Disk $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Stand Alone $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Tricks $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Winter $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xmas $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Data Disk $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Stand Alone $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Tricks $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Winter $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xmas $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Data Disk $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Stand Alone $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Tricks $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Winter $25, Lemmings Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xpack Xmas $25, Lemmings Xpack $25, Lemmings Xpack Data Disk $25, Lemmings Xpack Stand Alone $25, Lemmings Xpack Tricks $25, Lemmings Xpack Winter $25, Lemmings Xpack Xmas $25, Lemmings Xpack $25, Lemmings Xpack Data Disk $25, Lemmings Xpack Stand Alone $25, Lemmings Xpack Tricks $25, Lemmings Xpack Winter $25, Lemmings Xpack

Unnecessary Returns to the Field

Al Michaels is back in the booth to call the play-by-play for the '95 NFL season.

Accolade revisits the gridiron with their '95 version of Unnecessary Roughness. 1400 NFLPA stars have been digitized using realistic motion capture technology and have been placed in a detailed SVGA stadium.

You pick from a number of camera views to watch the game. If you like to just coach, watch the game from

Control the action yourself, of be content calling the plays.

the sidelines or an aerial to catch all of the action. The USFL is gone but the "Helmet Cam" is back! Scan the defense from a quarterback's perspective and take charge yourself from the field.

To win, however, requires good preparation off the field. The playbooks contain 22 regular plays and 36 total. Use any of the preexisting ones or design your own. Try them out on the practice field to see how well they execute and get the timing down yourself.

When your ready to go, pack-up and take-off for the first game of the season. It's a long road ahead, and the Super Bowl awaits.

Run over unsuspecting QBs in the HelmetCam view.

Unnecessary Roughness '95
By Accolade
5300 Stevens Creek Blvd.
San Jose, CA 95129
(408) 985-1700
Fax: (408) 246-1053

AVERAGE SCORE: 75

Requirements
386/33+, SVGA, 8MB RAM, 1xCD-ROM

Controller
Joystick or Keyboard

Hard Drive Space
18 MB

Number of Players
One or Two Players

Available For
PC and compatibles

Designed By
Accolade

Distributed By
Accolade

Street Price
$49.95

Originality 64
Playability 69
Visuals 86
Audio 70
Manual 88

I had hopes that the 1995 update of UR would significantly upgrade the engine in the places where it most needed it (AI, management, etc.) and only minor upgrades in the glossy areas (graphics). Unfortunately, my hopes were neatly reversed by Accolade. The graphics are cleaner and you now have a HelmetCam feature to oon and aah at for three minutes before turning it off forever (or until easily impressionable friends come over). The AI has been improved a bit which amounts to improving an idiot to someone who's differently abled"—players still do unprofessionably stupid things at times. The new management features do include an all-encompassing team edit, as well as a passable play editor. My tastes do not run to action-oriented sports sims, but it seems that is now Accolade wanted UR95 played. Unfortunately, the control scheme is difficult on the field as well as in coaching. Why no mouse? It's not the best football game but it tries. Maybe they'll get it right in 1996. **- Kevin**

Originality 50
Playability 68
Visuals 78
Audio 78
Manual 89

If you'd like to find out how the big boys do it so that you can teach it to your little league team, Unnecessary Roughness is a pretty good place to look. It's chock full of the plays that can make or break an NFL team. On the other hand, the AI looks as though it was written using little league players for its examples. For a coaching game, UR95's a game where chance appears to play a pretty large role. It's okay, but it's certainly nothing special. If you want to hunker down and feel the astroturf burns as one for the players, though, don't bother. The control scheme is ridiculous and the responsiveness of the game to the controls is sluggish at its best. One thing I did appreciate about the game was its keyboard interface for coaching. Selecting plays was easy, what with the keys being labeled clearly next to each play in the book. I feel that the graphics could stand some work, player design was apparently based on the old articulated G.I. Joes, but real humor lies in the A. Michaels voice over. **- Ted**

Originality 58
Playability 73
Visuals 79
Audio 70
Manual 80

As pretty as the graphics for this product might be there is little else good to say about it. The players all look too thin and elongated, and their movements are very unnatural. Coupled with an embarrassing AI makes for a less than real football experience to the say the least. I watched defenders all too often standing on the field, arms akimbo, while a ball carrier was nearby them before they pursued. Execution of plays is slow and very lack-luster as it seems to take the quarterback a good two or three seconds before he hands off or pitches the ball. Everything is just too mechanical for the worst. The playbook looks nice but only has room for 36 plays total, including special teams. When I play sports games I usually like to take control myself, but the method is so bad I just stuck to play calling. I did like the beginner level that stopped action when you checked off your receiver, but that might as well be called cheating. The helmet cam view is novel, that's it. **- Tasos**

Ripley's Believe It or Not!

THE RIDDLE OF

MASTER LU

A Graphic Adventure

COMING THIS SPRING

For more information call 1-800-943-3664

Sanctuary Woods

Play Baseball Without Strikes

With a new look and Al Michaels, HB4 comes closer to a TV-like appearance.

HardBall 4

By Accolade

5300 Stevens Creek Blvd.
San Jose, CA 95129
(408) 985-1700
Fax: (408) 246-1053

AVERAGE SCORE: 83

Requirements
386/33+, VESA SVGA, 4MB RAM

Controller
Mouse, Joystick or Keyboard

Hard Drive Space
11 MB

Number of Players
One or Two Players

Available For
PC and compatibles

Designed By
Accolade

Distributed By
Accolade

Street Price
$59.95

Batter Up The latest in the HardBall series enters the world of SVGA graphics with digitized-video players and a number of new animations such as different pitching motions, batting stances and swings

Twenty-eight major league ballparks will be the setting for your very own 1995 season Each one

Play a game in any of 28 different ballparks.

offers different altitude, field and wind conditions. With play-by-play from Al Michaels, HB4 presents a package that has a TV-like feel with similar scoreboard graphics that zip on and off the screen during the game.

Like in HB3, player statistics and abilities are still presented in a baseball card style, except now with digitized photos of them.

Improvements that took priority are the AI, more seasonal statistics, league leaders and an improved close-up view of home plate.

Major league players are included with the CD-ROM version, but are a $24.95 add-on for the floppy disks.

Digitized player photos give it a baseball card look.

Originality 70 | Playability 82 | Visuals 80 | Audio 72 | Manual 80

I affectionately remember the first HardBall from my old Commodore 64 days I don't actually have nostalgic memories of playing it, mind you (even then I had an aversion to action-based sports sims); I just liked the charm and spunk of many of the C64 games. But HardBall is all grown up now—mostly. There's still work to be done here. First off the bat (chuckle) I'd recommend a thorough overhaul of the graphics engine The pitcher-batter-catcher-umpire group is nicely managed but everything else on the field suffers from a tremendous scaling problem. While the league management options appear robust on paper, they actually offer little compared to other baseball products, like a quicker way of managing the game (one-pitch options) But that's not out of line here this is meant to be a player's game, not a coach's test The controls for player manipulation are fairly good, but there aren't enough mixed control options All in all, HB4 should please most action fans not strategy buffs **- Kevin**

Originality 73 | Playability 81 | Visuals 79 | Audio 78 | Manual 82

An enjoyable action sports game but there's little in the way of coaching and managing to be done The batting and pitching features are nicely handled, although the fielding needs a bit of work Player control for the fielders is remarkably hard to handle The random percentages are well worked out, there is a noticeable difference in control between one player and the next. The play by play commentary is a nice option, although Al Michaels' voice sounds incredibly clipped and choppy The graphics are a bit unsettling to look at if perspective held true, the outfielders would be approximately twenty-six feet tall, give or take a few feet. The league management feature is okay, though not as detailed as other baseball sims I've seen It's nice that Accolade thought to build in practice sessions for batting and pitching, since these two elements make up 95% of the game HardBall 4 is certain to get a lot of play from folks who like the physical part of baseball over the intellectual aspects. **- Ted**

Originality 67 | Playability 86 | Visuals 80 | Audio 86 | Manual 81

First of all, HB4, as its predecessors is designed more for people who like to control the players themselves The reason is that it is not statistically rich, but what is there is sufficient and it does keep stats for the season. Besides the graphics, the biggest and best improvement is the way you pitch Inside the strike zone are cross hairs that you set to a location while the pitcher is in his wind up It might sound easy, but those cross hairs waver a lot or a lot if the pitcher is getting tired If he is worn out, there is little you can do to keep a pitch in the strike zone And just because you are set to aim to a certain location does not mean that that is where the ball will end up, depending on the pitchers control ability The resulting effect on batting is just as good since you don't know exactly where the pitch is headed. The Umps calls behind the plate are likewise nicely randomized Kudos for that Where HB4 loses points is the animations in the field Al's voice and the AI which still needs tweaking **- Tasos**

One extra large helping of urban reality, served up on a silver platter.

SIM CITY 2000 CD COLLECTION

Drop this silver platter in your CD-ROM drive and feast your eyes on the *pièce de résistance* of simulated games: the SimCity 2000® CD Collection—three complete SimCity 2000 products on one CD.

This cityscape is so real you can taste it. Go ahead, expand your subway before breakfast. Terraform your landscape after lunch. Reshape your skyline before supper. And see it from a variety of delicious 3-D angles.

Urban Renewal Kit
Paint the town with color-cycling animation

And forget buying add ons: the CD Collection comes complete with all of SimCity 2000's a la carte items. The Urban Renewal Kit allows you to customize buildings and graphics—you literally can paint the town. Scenarios Volume 1 makes it all too real—you'll wrestle with 10 real disasters in 10 real U.S. cities. And bonus cities and scenarios further extend your city limits. So dig in to the ultimate city simulator. The SimCity 2000 CD Collection is now served.

Scenarios Volume 1
Take on Mount St. Melon's and 9 other disasters

Three SimCity 2000 Products on One CD.

MAXIS

1-800 33 MAXIS.

Some Guys Have All the Luck When It Comes to Getting Lucky

In a fantasy world of evil sorcerers, aggressive creatures that will instinctively attack for the sheer pleasure of it and plenty of fair maidens just ripe for the picking, there lives a young hero named Desmond who knows not of his destiny.

Knights of Xentar

By Megatech Software

1606 Lockness Place
Torrence, CA 90501
(800) 421-2032
Fax: (310) 539-8450

AVERAGE SCORE: 79

Requirements
386+, VGA, 1xCD-ROM, DOS 3.3

Controller
Mouse, Keyboard

Hard Drive Space
3 MB

Number of Players
One Player

Available For
PC and compatibles

Designed By
Megatech Software

Distributed By
Megatech Software

Retail Price
$59.95

You see, Desmond was abandoned as a babe and was found in a diaper service wagon, apparently discarded along with the soiled diapers. No one knew to whom he belonged so they named him after the diaper service.

This is how the story of our hero begins and the flavor of the humor in the game. You control Desmond as he criss-crosses the countryside of Xentar in search of adventure and his childhood friend Rolf.

After years of adventuring, Rolf had grown tired of all the merciless killing he and Desmond had enjoyed. The carnage was beginning to sicken him and he left his companion behind. By sheer coincidence, they would soon meet up again.

Rolf, after getting over the D.T.'s, was taken in as a metalsmith apprentice in the town of Phoenix. The master craftsman had recently discovered the time-worn plans for making the legendary Genji armor and Falcon sword and had sent his friend Pietro out into the wilderness to find the necessary ore to forge the titanium-carbon alloy.

Desmond had encountered Pietro returning with the ore, and they agreed to accompany each other to Phoenix.

The craftsman was so eager to get started he did not notice that the ore had drawn some magical water which came off of Desmond (the water had come from his last adventure; don't ask.) He immediately grabbed the ore and tossed it into the boiling cauldron which caused a reaction that blew out the walls of the shop. The poor metalsmith lost his life in the explosion and everyone else got completely covered with a gooey black substance.

The metalsmith's wife, told to hurry the plot along, quickly explained to them that the Genji armor and Falcon sword had to be forged as it was the only weapon the demons feared.

Talk to all of the citizens in the towns to get information.

Rolf and Pietro banged out the armor and sword while Desmond did something similar to the new widow. When they had finished, they threw Desmond into the gear and they set off to find the evil demoness Messayana who was stopping the tourist flow to Phoenix.

Her demon hordes fled as soon as they saw the sword, and Desmond was prepared to take Messayana on himself. A fair maiden named Kate, who had been ravaged by the hordes, had her favorite poodle skirt scorched by one of Messayana's fire balls; Kate got so hacked she ran up and kicked Messayana in the shin. The demoness tripped and fell, impaling herself on Desmond's sword. But blood gushed from the back of her skull, though no one noticed.

During the confrontation, Rolf had secretly climbed the tower and had laid his axe into her cranium from above. The corpse tumbled down the stairs, and when the crowd saw

Desmond will make some good friends along the way.

it, they cheered Desmond and made him their hero, ignoring Rolf altogether.

After three days of celebrating, Desmond finally set out to find Rolf.

THE ADVENTURE BEGINS

Desmond's search starts in the small town of Squalor Hollow where he has somehow ended up after a night of binging. To get around Xentar, Desmond will have to successfully complete some minor tasks.

The battles he will encounter in the wilderness will be his means to cash to buy weapons, armor, potions, etc., magic points and experience points to move up in levels and strength.

Spend the night in an inn to regain lost hit points.

armor, shield, etc., or the potions shop.

There are the common potions such as Heal Potion, Deluxe Potion (full restore) and some rarer ones such as Magic Nut and Magic Potion. These last two cannot be used by Desmond, however, since he has no magical abilities. At some point in the game he will join up with some other companions, including Luna the Sorceress, that will help Desmond to achieve his destiny.

...I found myself falling prey to the scant (and sophomoric) charms of Knights of Xentar.

Your control over how Desmond will fight is based on strategy and aggressiveness. There is an attack gauge that will determine his method of attack: the lower the setting, the more blows he will deliver, the higher the setting, the deadlier the blows. However, the higher settings sacrifice defense since they take longer to deliver leaving him vulnerable to a counterattack.

Then, if you choose, you can fine-tune your attack strategy by selecting from a list of techniques such as "Defense Priority" or "Offensive, forget about Defense."

The payoff can then be spent in a town to get a room at the local inn to regain some lost hit points, or at the shops to buy better weapons,

In the wild, Desmond will do battle with different creatures.

Without a map, you must find your way to the towns.

In fact, the game is split into two parts. In Part I, Desmond travels alone and is trying to accumulate Sovereigns to buy what he needs for his adventure. After winning there, in Part II he will need to accumulate magic.

Desmond's adventure is a long one and it will take him to many different parts of Xentar where he will encounter many strange creatures

The sophomoric humor gives a different feel to this RPG game, as do the odd-ball digitized voices of the characters, similar to what has been attached to some Anime characters in the past.

The rating is NR-13, but a $5.00 NR-18 upgrade can be ordered through Megatech.

Originality 42 Playability 82 Visuals 73 Audio 63 Manual 70

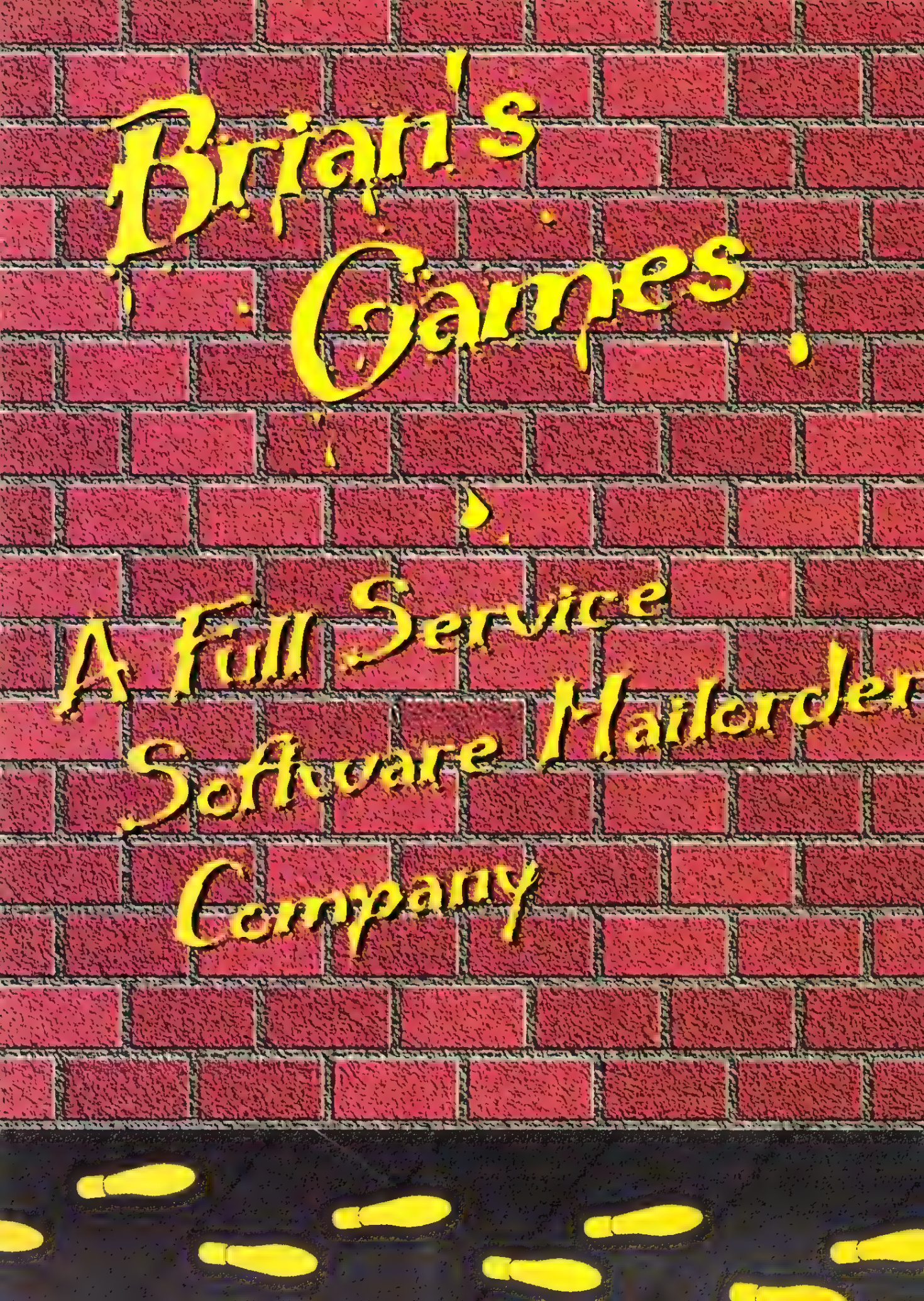
It's a sad time for RPG fans. What's out there? Not much these days. What's coming? Not much either. It's a sad enough time, in fact, that I found myself falling prey to the scant (and sophomoric) charms of KoX. There's not much more here than wandering around, basking monsters and gaining levels—but darn it, I had fun. Admittedly I had said fun by turning off the voices and ignoring all dialogue that doesn't rise above the 13-year-old level (about 60% of the whole). Frankly, KoX succeeds fairly well because of its genre; in a properly balanced market with plenty of solid RPGs I'd never tell you to try this game. But you might actually want to if you can ignore excessive loincloth "jokes" and a dated concept of what constitutes role-playing. KoX is a step above a complete hack job in some places, notably in the combat system (nearly completely strategic) and in various other minor details (large number of weapons, excellent pathing). If you just can't wait till a good RPG arrives, try this one. **- Kevin**

Originality 65 Playability 89 Visuals 83 Audio 71 Manual 88

If any of you folks out there owned a Super Nintendo back around 1990 or so, you may have played a game called Final Fantasy. Knights of Xentar is a lot like FF, only with dirty jokes (and, if you pick up the NR-18 version, nude cartoons for those who are into that sort of thing). The graphics are decent, and the music is not half-bad. It is the storyline as they say, that makes or breaks a RPG; fortunately, Knights of Xentar doesn't shy away from offering a good plot. Technically, Knights of Xentar is the third in the Dragon Knight series, neither of the other two DG games made it to the U.S., as nearly as I know. The interface is surprisingly easy to get into as most of the commands are standard RPG fare or are so obvious as to require no explanation. One of the features that I like a lot is the ability to learn your opponents' fighting styles, once you've attained a 100% skill rating against a certain type of enemy, you stand a great chance of taking no damage from that enemy again. **-Ted**

Originality 67 Playability 85 Visuals 78 Audio 72 Manual 84

At its heart lies a decent RPG adventure game, on the surface are a lot of annoyances. I was compelled, not quite obsessively, to keep searching on like a good adventure game will make you do. But there was too much that wasn't funny—just stupid. Most of the voices sound like they came from a bad cartoon. Desmond sounds like Milhouse from the Simpsons (which is a good cartoon). While wandering outside of towns you encounter baddies much too frequently. And since you don't have an overview map, it can become very tedious trying to find places. Fortunately, you don't have to worry about rations, only hit points, so you can spend all the time you want searching until you die. The pathing for getting Desmond where you want him to go is also very good and helps the situation. Still, I found it to be similar to what you might have played about four or five years ago without the voices. Don't be teased by the Anime cleavage, although I haven't seen the NR-18 upgrade. **-Tasos**


Brian's Games
A Full Service Software Mailorder Company

1-800-284-8146

Brians Games

Wargames IBM

Aide De Camp	$45	Operation Crusader	$36
Campaign II	$36	Panzer General CD	$39
Carriers at War	$39	Point of Attack	$32
Carriers at War Scenario Builder	$19	Sim City CD	$47
Falcon Gold CD	$50	Stalingrad	$39
Fifth Fleet	$39	Tanks, Wargame Construction Set	$39
Flight Commander II	$38	Task Force 1942	$32
Great Naval Battles II CD	$39	The Pure Wargame	$29
Harpoon II	$42	Ticonderoga	$46
Harpoon II Battle Set I	$26	Tigers on the Prowl	$42

Simulations & Strategy IBM

1830: Railroad & Baron	$34	Warlords II	$39
AH-64 B Longbow	$54	Warlords II Scenario Builder	$29
Armored Fist CD	$47	X Wing	$39
Battle Cruiser 3000	$43	Doom II:Hell on Earth	$44
Colonization	$48	Doom II:Hell on Earth CD	$44
Dark Forces CD	$46	Fleet Defender F14 Tomcat	$42
Dawn Patrol	$41	Fleet Defender Plus CD	$48
Dominus	$38	Fleet Defender Scenario I	$32
Dragon Lore	$46	Harrier Assault SVGA CD	$35
Kingmaker	$34	Lords of the Realm CD	$39
Master of Orion	$39	MetalTech: Earth Siege CD	$47
Myst CD	$46	Noctropolis CD	$47
Rebel Assault CD	$44	Renegade CD	$48
Subwar 2050 CD	$40	Rise of the Triad: Dark War CD	$46
Tie Fighter	$45	Seawolf CD	$44
Tornado	$48	Wing Commander III	$54

Sports IBM

All American College Football	$39	NCAA:Road to the Final Four II	$38
Brett Hull Hockey	$42	PGA Tour Golf 486 CD	$47
FIFA International Soccer	$36	Pro League Baseball '94	$35
Microsoft Golf 2.0 CD	$48	Pro League Football '94	$29
Nascar Racing CD	$47	Troy Aikman Football CD	$49

U.S. items shipped UPS Ground $4 per order.
Mail to Canada, PR, HI and AK $4 per order.
Handling $2 per order.
California residents pay 7.5% sales tax.
Visa and MC, Discover and American Express Accepted.
Defective items will be Replaced with Same Items.
Availability / Prices Subject to change.
All Sales Final.

P.O. Box 0141,Petaluma, CA,94953-0141
Fax#: 707-763-8287 Phone#: 800-284-8146

Look, Aliens! Let's Kill Them Too!

Star Reach
By Interplay

17922 Fitch Avenue
Irvine, CA 92714
(714) 553-6678
(800) INTERPLAY

AVERAGE SCORE: 70

Requirements
386/40+, VGA, 4MB RAM
DOS 3.1+

Controller
Mouse, Joystick or Keyboard

Hard Drive Space
8 MB

Number of Players
One to four Players

Available For
PC and compatibles

Designed By
Interplay

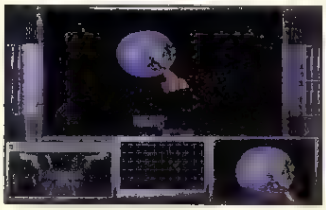
Distributed By
Interplay

Street Price
$35.00

As Commander-in-Chief it is your duty to ensure the survival of your race.

What could be more fun on a rainy afternoon with the family than galactic domination? Star Reach allows up to four players to compete with one purpose in mind: defeat and destroy the others.

Before anyone can begin their conquest, they must first create ships. That will require cash and mineral resources. And you'll also need people to speed up production so they'll have to build Bio-Spheres to house the people and Hydroponics facilities to feed them.



Fly your flagship around to the various planets.

When you have the resources you need, build a factory to begin producing ships and defense satellites to protect your planet. Then a Space Port can house the ships until your ready to send them on a mission. Colonize neutral planets in the vicinity to increase your wealth and give your ships a resting point on the way to the front line.

Star Reach runs in real-time. Each decision you make must be weighed quickly, for indecision is worse than a poor decision.

Check out the economic health of each planet.

Originality 72 | Playability 65 | Visuals 71 | Audio 73 | Manual 70

Star Reach is a conglomeration of decent ideas and poor execution. It's a combination of real-time action builder and strategy games. Like an entertainer spinning a bunch of plates though, it can't keep everything going and be good at any one of them. The action suffers because of the strategy, which suffers because of the builder which suffers because of the action, and vice-versa three different ways. The central problem seems to be one of communication and chain of command: you can't give orders to a planet unless you're there and you can't give multiple orders to a planet. Thus to mount any sort of actual defense, much less a attrition-based offense, you have to run around to each planet in your empire giving small orders and keeping that plate spinning. Combine this with obtuse graphs and a weirdly streamlined "economic" system and the building and strategic elements fall by the wayside: the combat action is no great shakes either. Maybe you'll get this on the discount shelf. **- Kevin**

Originality 65 | Playability 45 | Visuals 71 | Audio 84 | Manual 88

If I wanted something as mish-mashed as this, I'd buy a can of Play-Doh. Star Reach is part builder, part action and not much of either. The only functional difference between this game and Command Adventure: Starship Pegasus is the supposed "plot" is that Star Reach gives you a keyboard interface rather than a mouse interface. Given a choice, I'd still rather play this game than CAPS, but, of course, that's not much of a choice. One of the many objections I have to this game is that in order to take control of the production on one of your planets, you have to physically visit it in your "Star Cruiser." These people have developed an interplanetary society and have never heard of radio? They should have abandoned the arcade portion and just made a straight builder: there's plenty of good ideas in the strategy. If only it weren't for those meddling kids, Star Reach could stand on its own two feet without being given the "something for everyone" crutch that makes it hobble rather than run. **- Ted**

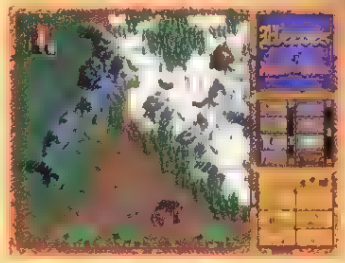
Originality 57 | Playability 79 | Visuals 80 | Audio 74 | Manual 73

As I read the manual before sitting down with Star Reach, I started to get excited about playing it. It sounded like it could be real fun since it isn't too complex and there is combat action that you can get involved in. First, I had to struggle a bit trying to understand what the various graphs represented since the manual doesn't explain them very well. When I was ready to go and got into the first scenario, one glaring mistake hit me. As you begin to colonize planets, you must fly to them to give orders to build things, etc. You can't do it from another planet and therefore can only deal with one planet at a time. That means you'll be sitting there waiting for things to finish and you can't produce more than one thing at a time. You also can't give future orders, for instance, build four fighters and put them somewhere. As Star Reach calls itself a strategy game, it does not allow you much room to build up grandiose schemes for defeating an enemy. It would be nice to develop interplanetary communications first. **- Tasos**

HEROES of Might and Magic

The realms of Might and Magic are expanding! New lands have been discovered, and you must vie for their control against three other warlords. Now is the time to summon your heroes, recruit your armies and lead them to victory. Control every resource in your empire from your castles, docks and guilds to your archers, dragons and ogres. Keep a level head and an iron fist as you strive for total domination in the world of **Heroes of Might and Magic.**

- *Over two dozen different monster types*
- *Customizable computer opponents*
- *Dynamic musical score*
- *Intuitive point-n-click interface*
- *Exquisite SVGA Graphics*
- *Indefinitely replayable*



Available at your local software retailer or order direct from New World Computing at 1-800-325-8898 (818-889-6070 outside the U.S.), or by mail: P.O. Box 4302 Hollywood, CA 90078-4302

NEW WORLD COMPUTING, INC

Watch Out for the Nasty Balls!

Test your brain, not your reflexes, by pushing this marble through a maze.

MegaMaze
By CapDisc
7315 Wisconsin Avenue
Suite 800 East
Bethesda, MD 20814
(301) 907-7000
email: capdisc@capitol.com

AVERAGE SCORE: 88

Requirements
386SX or faster, 4 Meg RAM, VGA, CD-ROM

Controller
Keyboard, Joystick

Hard Drive Space
250k

Number of Players
One Player

Available For
PC and compatibles

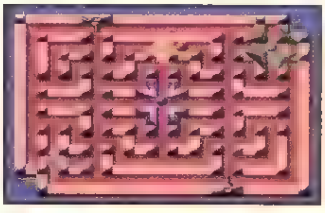
Designed By
Axis Interactive

Distributed By
Capitol Multimedia

Street Price
$34.95

It may look like you've seen this game before, but you haven't. This isn't a test of your mouse skills, but of your maze skills. While elapsed time does figure into the game, it's not of paramount importance.

The basic object of the game is to deposit the cunningly named Object Ball into a Vortex or a Finish Pit. the Object Ball responds easily in the four cardinal directions as represented by the arrow keys. However, most mazes contain a number of Nasty Balls, who move exactly as the Object Ball does—if it is moved left, they are moved left, etc.



When Nasty Balls collide, the results can be messy.

These Nasty Balls are deadly to the Object Ball, but they are also necessary to the completion of most mazes, since most contain plenty of other hazards that the Nasty Balls must foil for the Object Ball— such as Mines, Lasers, Sparkers and Pits of Doom.

MegaMaze includes 200 mazes divided into 90 levels. The mazes were designed by world renowned maze creator Dave Phillips.

Seem simple? It's much harder than it looks.

Originality 83 Playability 94 Visuals 86 Audio 79 Manual 72

Normally maze games like this throw in an extra element of arcade action or superhuman timing. those extra elements do little more than frustrate me. MegaMaze neatly avoids these design traps and concentrates on the most important element: the mazes themselves. And these designs are fiendish indeed. The game itself is so easy to play that little learning time is needed. therefore, few of the ninety levels are wasted on tutorials. In fact, you'll likely be yearning for simpler puzzles after the first two or three. I don't care overmuch for puzzle games in general, but MegaMaze has such a calm, unhurried approach in its ruthlessness that it won me over. I use the term ruthlessness, since any mistakes that occur are the player's fault entirely. Nothing moves on the screen until the player moves them, it's all the player's fault when the cataclysmic explosion occurs. If you're unaccustomed to thinking your way through problems, don't get this game. But puzzle lovers will enjoy it immensely. **- Kevin**

Originality 87 Playability 93 Visuals 91 Audio 89 Manual 86

Think. it's a simple act, really, one that almost anybody can do. Yet you see people everywhere exercising their basic instincts before engaging their cerebral cortices: on the highway, at a bar, standing in line at the checkout counter, etc. MegaMaze forces you to think before you act, and it's one of the reasons I enjoyed this game so much. While there is some element of reflex involved here, MegaMaze is much more of a thinking person's game. The mazes are not only pretty to look at, they're challenging, too. Because you get a higher quality score (there is no point score) for "priming" the exit point before moving your main ball to it, the game can be as challenging as you want to make it. The game plays a lot like the old Labyrinth board game, except that the playing field levels out immediately after you release the controls and the balls have less inertia. Although many of the mazes have similar layouts, there are new obstacles added to later ones that make them progressively more challenging. **- Ted**

Originality 94 Playability 85 Visuals 87 Audio 82 Manual 86

MegaMaze is unlike any puzzle game I've ever seen. It might not seem too original since mazes have been around for a long time and rolling a marble around in one with holes in the floor panel should ring a bell for most. And in fact it will here as well since it plays similar to the old wooden labyrinth games where you twist the knobs to tilt the floor. Imagine doing it however with as many as five balls instead of one where contact between any of them causes them to self-destruct. Likewise, there are more than just holes to fall through and many of those have temporary doors covering them. Besides the many different obstacles and hazards, MegaMaze does not necessarily require good coordination. To get through these puzzles you'll have to seriously plot your course of action before you set out to do it. Sometimes the nasty balls will get in your way, but most of the time you'll have to use them. If the pictures make the game seem easy, guess again; it's very challenging from the start. **- Tasos**

Advanced Dungeons & Dragons 2nd Edition COMPUTER GAME

Ravenloft

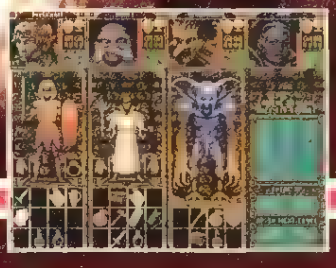
STONE PROPHET

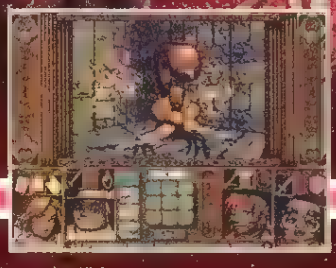
AD&D Horror Role-Playing Rises Again!

Escape the dreaded realm of Har Akir before the ancient mummy Anhktepot awakens — *and ends your stay himself!* This all-new adventure in the RAVENLOFT™ game world has more puzzles than any other AD&D computer game! Treacherous dungeons abound. New monsters lurk around every turn. New tactics make combat more challenging. Now you can even fly, which adds a whole new twist to battles. High-res VGA graphics produce the visual quality of SuperVGA without an SVGA card. Add an eerie, digitized musical score and sound effects, and you'll be wrapped up in this exciting game for hours on end!

Available on CD-ROM for IBM & Compatibles.

To order: Visit your retailer or call 1-800-601-PLAY with VISA/MasterCard (North America only).





SSI

SCREENS SHOWN: IBM 256-COLOR HI-RES VGA DISPLAYS. ADVANCED DUNGEONS & DRAGONS, AD&D, RAVENLOFT, the TSR logo, and all TSR characters, character names, and the distinctive likenesses thereof are trademarks owned by and used under license from TSR, Inc. ©1995 TSR, Inc. ©1995 Strategic Simulations, Inc., A Mindscape® Company. All rights reserved.

Enjoy Sunday Crosswords Anytime

There's no need for you to wait for the Sunday L.A. Times to settle down with a good crossword puzzle.

L.A. Times
Electronic Crosswords
By Random House
201 East 50th Street
3rd Floor
New York, NY 10022
(800) 733-3000
Compuserve: GO RANDOM

AVERAGE SCORE: 83

Requirements
286 or faster, 1 Meg RAM, Windows 3.1, HD

Controller
Mouse or Keyboard

Hard Drive Space
1 Meg

Number of Players
One Player

Available For
PC and compatibles

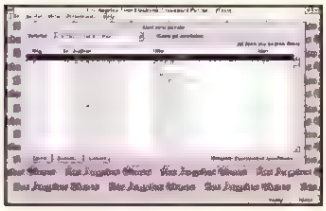
Designed By
LYRIQ International

Distributed By
Random House

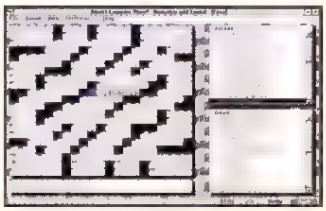
Street Price
$30.00

Puzzle aficionados now have another package of crossword puzzles to sate their twisted appetites upon. Random House has released the L.A. Times Electronic Crosswords Puzzles, Vol. 1., containing 150 Sunday crossword puzzles. The compilation uses a software interface developed by Lyriq International, with plenty of features to aid the novice as well as the experienced computer crossword solver. They include Checks-n-Xs (keeps track of clues answered by checking and crossing them off as they are answered), Print (allows printing of new or partially solved puzzles to be solved by hand elsewhere), Online Help and Score Card. The game also includes a Tournament Play option which simulates timed tournament conditions and allows more than one person to solve the same puzzle

A largely identical MacIntosh version is also available.



Choose from 150 crosswords taken from the L.A. Times.



Ahhh, the satisfaction of a finished crossword puzzle.

Originality 40 Playability 94 Visuals 40 Audio N/A Manual 75

Yes here comes another package of crossword puzzles This pack stands out, however, as being much easier to use than the average computerized puzzle set. In fact, the interface is so capable and easy to understand that it's almost a joy to use which is usually a contradiction for interfaces. I found the crossword puzzles themselves to be of adequate difficulty: not too hard, not too easy. And at about 20 cents a puzzle, the hour or so it takes to solve each one of them is an entertainment bargain dollar for dollar. The tournament mode provides some meager point to being perfect in all the puzzles, but less anal players like myself can ignore the point system and ask for help whenever we wish—even the hint system in this product comes in various easy-to-use layers, so you can receive exactly as much help as you ask for. True crossword puzzle fanatics might be leery of puzzles that have appeared in a —gasp— common newspaper, but for the rest of us this compilation will serve quite nicely. **- Kevin**

Originality 50 Playability 92 Visuals 65 Audio N/A Manual 72

The only thing I find fault with in this package is the inclusion of easy- and medium-level puzzles. Their thinking was apparently to put out a product that everybody could enjoy, but I think that only hardcore crossword puzzlers will actually buy a collection of computerized crosswords. Thirty bucks retail is simply a bit out of the league for people who are satisfied with easy and medium crosswords; they could just as easily get a newsprint book. That complaint aside, the game functions very well, with an interface that is easy to use and understand. Board layout is configurable to each user's tastes, and the game keeps track of which puzzles you've solved by taking them off the selection menu. The hints section, though unused by me except for reviewing purposes, seems to be well thought out. Avocational puzzlers will find the "Checks-n-Xs" feature particularly useful for the tough clues. One of the nicest things about LATXW is the ability to upgrade with add-on packs of new crosswords. **- Ted**

Originality 40 Playability 85 Visuals 76 Audio N/A Manual 73

If there aren't enough distractions while you try to do some work in your Windows applications, here's another. 150 crossword puzzles for $30.00. Not bad. It also has an easy-to-use interface that will let you customize a few things the way you want them, like you can double-click anywhere on the puzzle and it will switch from across to down and vice versa. You don't have to use the mouse if you don't want to and can opt for your light stick (just kiddin'). It includes verification options similar to most computer crossword games and will keep score for individual players while you are timed. If you use a system with others, this could make for a little friendly competition. I found the puzzles to be challenging enough, even the easy ones, and the expert ones will give you a run for your money. One of the best things about this product is that although it is visually attractive—which can also be customized—it only takes up one meg on your hard drive from a one disk install. **- Tasos**

Dragon® Magazine Will Blow You Away!

Save over $17 Off the Cover Price!
12 Issues Only $30

The #1 Choice for Role-playing Enthusiasts in this World or Any Other!

Hang on for new heights of role-playing excitement! DRAGON Magazine from TSR, creator of ADVANCED DUNGEONS & DRAGONS® games, is the #1 choice among more role-players than any other magazine of its kind for:

- *Outstanding, award-winning role-playing game coverage and features*
- *Previews of upcoming releases and independent reviews of the newest RPGs, including computer video, arcade, and interactive audio CD games*
- *The hottest tips and strategies on how you can improve the quality of your play*
- *Fantasy fiction, stunning art, comics and convention news, along with a gamer's buying guide in every issue!*

All this and more has made DRAGON Magazine the most popular and widely read magazine dedicated to role-playing excellence in this world or any other. Join the ranks of the subscribers who are blown away every month!

Yes! Sign me up for a year's worth of DRAGON Magazine for $30. That's a savings of over $17 off the cover price (like getting 4 issues FREE)!

Call TOLL FREE 1-800-372-4667 to use your VISA or MasterCard today!

Or mail with payment to Dragon Magazine, P.O. Box 5695, Boston, MA 02206, USA.

Name _____

City _____ State/Province _____

Country _____ Zip/Postal Code _____

New _____ Renewal (enclose mailing label) _____

Check/Money Order _____ MasterCard _____ Visa _____

Credit Card # _____

Expiration Date _____ Today's Date _____

Your Signature _____

Make checks payable to DRAGON Magazine. Please allow 10 weeks for your first issue to arrive. DRAGON Magazine ADVANCED DUNGEONS & DRAGONS and the TSR logo are trademarks of TSR, Inc. ©1993 TSR, Inc. All Rights Reserved.

2GR

It Might Just Be a Lot of Hot Air

Zeppelin
By MicroProse

180 Lakefront Drive
Hunt Valley, MD 21030
(410) 771-0440
Fax: (410) 771-1174

AVERAGE SCORE: 75

Requirements
386+, VGA, 2MB RAM, 1xCD-ROM

Controller
Mouse or Keyboard

Hard Drive Space
4 bytes

Number of Players
One or Two Players

Available For
PC and compatibles

Designed By
MicroProse

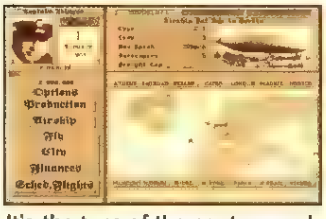
Distributed By
Spectrum HoloByte

Street Price
$59.99

In the beginning there were air ships as the Wright Brothers tinkered with their glider.

When man first began to take to the skies, these great air ship where some of the first to get them there. With Zeppelin, you get the opportunity to start up and run your own business

Starting out of Berlin at the turn of the century, you have the capital to get the ball rolling. Start by hiring a number of workers and scientists to



It's the turn of the century and the sky is wide open!

start building your first. Then find someone to advertise on the side of it for a little extra income. Pick somewhere to fly to and set your ticket prices and its up, up and away!

For some extra cash, try investing money in the stock market or sell some from your own company. Or, if you prefer, borrow money from the bank at a set interest rate.

The company's financial well-being is as important as its reputation. Should you fly through the storm or around it, or turn around and go back? Damage to the airship will cost money, but so will significant delays. It's your call

Hire some scientists and start production.

Originality 75 | Playability 78 | Visuals 72 | Audio 87 | Manual 44

Builders to stay interesting over the long run, must start very slowly and tantalize the player with things yet to come. There's a fine line between slow and excruciatingly boring, though, and Zeppelin has half-heartedly floated far beyond that line. The game appears to have a decent if superficial economic engine, and a moderate if uninspiring number of various activities and options but it takes so very, very long (both in game time and in real time) to actually achieve anything. And often the payoff is incredibly minor. The music is strong, and the sepia-tone graphics are a very nice touch, but otherwise the game has little sparkle to it. Adding to the neuron-caclying action is the little matter of SMARTDRV.EXE. If you don't load it before playing the game (and you certainly aren't told to anywhere in the manual), the game screens will take fifteen or so seconds to load, each. Zeppelin isn't a bad game; it's just a very boring one. Bad documentation and a general lack of purpose certainly don't help. **- Kevin**

Originality 74 | Playability 76 | Visuals 65 | Audio 87 | Manual 55

Much like its subject matter, Zeppelin never quite finds its niche. Beginner strategists will find it frustratingly hard to make money, while experienced builder-meisters will find it dull. One problem with the game is its singular lack of a helpful manual. By way of example, nowhere in the manual does it ever say, "Install Smartdrive and you will be happy." The game runs very slowly without it. And don't even think of turning to the technical addendum, as it appears to have no connection to the game whatsoever. It tells you to install the game by switching to the D drive and typing "Install" yet the CD doesn't contain an executable file named INSTALL. See what I'm driving at? If you're searching for a game that is pretty much middle of the road as builders go, Zeppelin is a fine choice. The graphics are yawnable but the music is peppy and—dare I say it?—reminiscent of all the Oktoberfest beertents I've ever had the misfortune to find myself in. Worth a look to the casual gamer. **- Ted**

Originality 80 | Playability 83 | Visuals 80 | Audio 82 | Manual 56

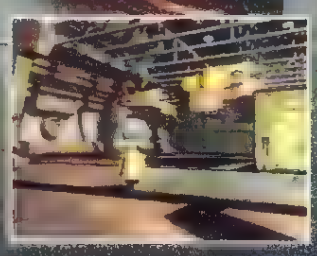
Zeppelin is about as deep in the simulation of its theme as Monopoly is to the world of real estate. A game with such a specific theme should practically straddle the entire spectrum of its simulated world. You'll learn virtually nothing about what these Germans had to struggle with as they tried to get their business off the ground (sorry). Any random happenings such as needing new tools, a fire at the dock etc. is like drawing a Chance card. You can play the stock market but you only have three stocks to choose from and they never fluctuate that much. The part I don't get, and the manual says very little about it—like about everything else—is hiring scientists for research. With twenty scientists costing almost £100 000 A WEEK I was able to complete 35% of the research for the next ship in one year. In the second year all of the freight contracts are to carry two tons of goods. Your first ship can only carry one and you can't divide the cargo between two. This exemplifies the entire game we..

- Tasos

ALIEN VIRUS

They're Unseen. Unheard. Unknown And Unfed.

docking pad in the station hangar. You are a little p... You remem... the ...on Station Zeus ...dred crew members, and but ... is her... the mystery begins to unfold. the ... of some poor souls, may no... ... the ... unimaginable ... at you have left abo...



© 1996 International Computer Entertainment

VIC TOKAI INC. 22904 Lockness Ave. Torrance, CA 90501

PC CD-ROM

THE GHOST IN THE MACHINE

RMS vs. PMPO: the Speaker Rating Game

Your most trustworthy source of information about speakers is still your ears...

The multimedia speaker market is awash in its own bodily filth. Why? And what should you know about it?

PMPO. If you've been out to your local computer supermarket recently in search of a pair of speakers for your home machine, you've probably already noticed it. 80 watts! 120 watts! Only $25.00 a pair.

If you've ever bought a home stereo in your life, you probably were treated to a salesman's pitch about the wattage of the amplifier and the speakers. And, you were probably given a wattage rating close to what these multimedia speakers are claiming, only your home stereo speakers cost a heck of a lot more. Chances are these multimedia speakers are trying to catch your eye with exactly the same hype and misleading claims that caused the Federal Trade Commission to set up regulations for home stereo amplifiers about twenty or so years ago.

At that time, audio electronics manufacturers used power output figures that could best be described as "completely random." The Electronic Industries Association, an association of companies in the electronics field, agreed to abide by the rules the FTC set up and to act as a sort of industry watchdog. This strikes me as being something of a conflict of interests; if I had all the answers for a test, I might be tempted to cheat a bit.

If you're looking for regulatory guidelines for multimedia speakers, you're up a creek. There is no governing body who sets the standards. If you think about it, the standards that the Western nations have used for years don't mean much of anything either. The currently accepted standard is an RMS rating. RMS stands for root mean square and is one method of averaging power measurement. Although RMS is better applied to amplifiers, it has been an accepted practice for many years to apply it to speakers as well. We'll get into that rant in a minute.

PMPO is an interesting bit of tripe. Numerous phone calls to various agencies (the EIA, IEEE, UL, etc.) has failed to turn anything up about this so-called "standard," other than to say that it's the way Japanese companies rate their speakers. The best guess I've heard as far as what it stands for is peak music power output and that it measures peak power lasting only milliseconds, with increases given for the efficiency of the amplifier and cabinet design. With all of that, what test could anyone possibly come up with to judge it by? As nearly as anyone I've talked to can figure, PMPO is an arbitrary figure that is anywhere from eight to ten times what a speaker's maximum output in RMS is. This does not mean that speaker companies are lying to you; it means they may be trying to mislead you. Anyone (you or I, for example) could hook a pair of 80W PMPO-rated speakers up to our home stereo systems and turn them into instant confetti.

On to the business with RMS. There's a very good reason that amplifiers are given an RMS rating, and it's the same reason that speakers shouldn't, except to make sure that they don't become instant confetti. Amplifiers have a line out, to which various testing devices can be attached. Speakers have no such electrical output; a high RMS rating is essentially meaningless. Then there are the ratings for maximum RMS vs. average RMS; don't get me started on this.

The bottom line here is that, after you've read all the claims made about RMS this and PMPO that, your most trustworthy source of information about speakers is still your ears. I don't have fancy test equipment here in sunny Lombard; don't even have a very nice listening room. What I have is a small office with a desk and a computer, a lot like you've probably got at home. I plug speakers into whatever sound card happens to be in my machine and I listen. I turn the speakers all the way up and fiddle with all the doodads and switches festooned on them. I make sure that they'll be able to stand up to a little abuse (falling off a desk, etc.). I play games, plus a CD or three. When I'm satisfied I've heard enough, I tell you what I heard. Ultimately it's what you hear, not what the marketing people tell you is so great about Brand X. And if you start to believe the hype, you'll spend cash you don't have on products you won't want.

- Ted Chapman

There's a very good reason that amplifiers are given an RMS rating, and it's the same reason that speakers shouldn't...

IT'S JUST A MATTER OF TIME...
THE JOURNEYMAN PROJECT 2
BURIED IN TIME
COMING SOON ON CD-ROM FOR MAC AND PC
FOR MORE INFORMATION CALL 1-800-943-3664

Obtaining that Car Stereo Look...

SC&T² offers gamers the unique ability to either tailor their sound, or just screw around with it.

The PS EX-3200 delivers booming bass and trilling highs.

Since the dawn of time, man, in between his regular chores of hunting and gathering, has been searching for the perfect sound experience. Primitive home stereos consisted primarily of yowling cats, dogs and/or children. Early attempts at graphic equalizers were made by making sure that the cats were roughly the same size and color. The search continues.

With a working name for their line of computer multimedia equipment of Platinum Sound, SC&T² is going after the audiophile crowd with their upscale offering of the EA-Pro equalizer/amplifier and speaker kit. The equalizer portion of it comes in two varieties, internal and external. Currently, only the external equalizer is offered as a package with the speakers, but this may change. The internal slips into any spare 3.5" drive bay. There is a slot cover for the rear of the machine; with each model, simply connect it in between your sound card's output jack and your speakers.

The face of the equalizer has seven slide bars (60Hz to 15KHz) a volume control/fader assembly, and a LED readout for each channel. The amplifier pushes 30 watts per channel RMS with built-in noise reduction and low distortion circuitry. Incidentally, if you just want to buy the equalizer alone, make certain that the speakers you will using with it are both unpowered and can handle 30 watts of power RMS at the least. Using lower rated speakers will result in you having to buy another set of speakers, and who likes throwing their money away?

The speakers that are included in the kit are interesting in terms of design. The tweeter and woofer are housed in separate compartments, and there is a swivel-mount connecting them. This means that should you like your sound to feel ambient rather than localized, you can turn the tweeter out to make voices and highs sound fuller (almost, but not quite, like surround sound). It also means that, if you make multimedia presentations to groups, you'll be able to extend the perceived range of sound in the room. The tweeter cone is 2.5" in diameter, while the woofer cone is 3.25" (those are rough figures, converted from the metric system; the actual metric figures are: tweeter—65mm, woofer—83mm). The unpowered speakers are rated at 30 watts RMS.

TECHNICAL NOTES

With a product aimed at computer users rather than car stereo freaks, one would think that SC&T² could have included standard 1/8" jacks on all their cabling. Not so! You'll need to have some electrical tape on hand for wrapping bare wires. I understand the Pavlovian business response to cutting costs to keep profits up, but this was just stupid. The manual does its best to be helpful, but it comes up seriously lacking in the detail department. For instance, it tells you to connect certain wires to your speakers' positive terminals, but gives no indication as to which wires those might be. A tad frustrating.

PS EX-3200

By SC&T²
3837 E. Lasalle Street

Phoenix, AZ 85040
(602) 470-1334
Fax: (602) 470-1507

Available For
PC and compatibles, Mac

Designed By
SC&T²

Distributed By
SC&T²

Street Price
$299.95

Installation	75
Ease of Use	92
Durability	80
Usefulness	80
Manual	65

As multimedia computers and componentry becomes more and more sophisticated, more niche products such as the EA-Pro will be appearing in the marketplace. While true audiophiles will sneer at the equalizer for having only seven bands, anyone with any intelligence will recognize that computer speakers in general are not up to the standards of "listening room" speakers. We're not searching for pure sound or music, we just want to play our games loud and with minimal distortion. The EA-Pro PS series of multimedia upgrades is a fine start, but I had some problems with it. Check the technical notes above for specific installation quirks. Other than those, it strikes me that the bandwidth should be greater. I think the equalizer should embrace a wider frequency response since the human ear can hear sound all the way up to around 20KHz. There was also an unusual amount of hiss when cranked the volume control all the way up, and the distortion seemed out of line at three-quarters volume. **- Ted**

ADVANCED WAVE TABLE BY SOUND BLASTER. ACCEPT NO IMITATIONS.

The New Sound Blaster AWE32.™

Introducing the wave of the future: the new Sound Blaster AWE32. It combines advanced wave table synthesis, a powerful digital signal processor, and the hottest audio effects all on the same sound card. That's why it's the next generation PC sound standard.

The Sound Blaster AWE32 puts the world's purest music synthesis technology (from E-mu Systems) inside your PC. It also includes effects like chorus and reverb for increased depth and richness. And QSound so you can position sounds in 3D. It even comes with downloadable SoundFont™ technology, so you can add to the library of sampled sound effects and instruments. And the latest speech technology, so you can navigate through all the major Windows™ applications using voice commands.

Of course, it's a Sound Blaster. So it makes all your favorite games and software sound more outrageous than you ever imagined. All this sound technology could cost you thousands. But the new Sound Blaster AWE32 is only $399.* No other sound card comes close. Sound interesting? Visit your local Creative Labs dealer. Or call 1 800 998-5227.

SOUND BLASTER AWE32 INCLUDES:

- SOUND BLASTER AWE32
- TRUE 16 BIT CD SOUND
- ADVANCED WAVEEFFECTS
- SYNTHESIS
- 32 VOICE POLYPHONY
- SAMPLING SUBSYSTEM
- GENERAL MIDI INTERFACE
- THREE CD ROM INTERFACES
- MICROPHONE
- SOFTWARE INCLUDES
- CAKEWALK APPRENTICE
- FOR WINDOWS
- HSC INTERACTIVE SE
- CREATIVE WAVESTUDIO 2.0
- QSOUND CONTROL PANEL
- CREATIVE ENTICE
- CREATIVE SOUNDOLE
- CREATIVE MOSAI

CREATIVE™
CREATIVE LABS, INC.

WAKE UP THE REST OF YOUR BRAIN™

If Only My Cessna Had Weaponry

CH Products' Virtual Pilot Pro will please even hardcore flyers and racers.

CH Products helps ersatz pilots and racers make the grade.

You may remember a product that came out of CH Products a couple years back called the Virtual Pilot. It was a flight yoke with two fire buttons, trim controls, and a throttle. It was state of the art when it appeared, and it sold in droves to those folks whose beau and end all was computer-aided flying. Meet its technological offspring, the Virtual Pilot Pro. The throttle and trim controls still adorn the yoke, but CH Products has added four more fire buttons, as well as two four-way hat switches. The unit clamps to your desk by way of two screw-down plastic feet (note that the maximum spread for clamping is 1-3/4 inches and max depth is 1 inch) that, despite looking as though they'd have no holding power or would slip and slide, do an admirable job of holding the Virtual Pilot Pro firmly in place. Just don't yank incredibly hard on the yoke, and the unit should stay put.

The unit comes with a seven foot cable (just in case your computer case resides elsewhere than near your monitor). The buttons and hat switches are heavy-duty units. The marketing material claims that the buttons have an average lifespan of ten million presses, while the hats will last twenty million pushes in any direction, on average. If you run into any problems with the Virtual Pilot Pro within the first year, don't worry: CH Products offers a full one year warranty.

If you are concerned with compatibility issues, here's the straight poop: the Virtual Pilot Pro will work with any software that supports the CH Products Flightstick Pro, and some newer software also allows you to configure each of the buttons (such as Descent from Interplay). The Virtual Pilot Pro makes a perfect companion product to the CH Products Pro Pedals

TECHNICAL NOTES

Although there are some older games that don't offer configurations for the Flightstick Pro (such as Dynamix's Red Baron), they work well with any standard joystick. The Virtual Pilot Pro will work just fine as a standard two button joystick, but it really shines when you can get the maximum functionality out of it. Because CH Products is the leading U.S. manufacturer of analog joysticks, many software companies continue to integrate their products into the control schemes for their games. The Virtual Pilot Pro will be no exception, as nearly as I can tell. The one piece of software that requires backwards compatibility (industry analysts now estimate that everybody owns a copy or has a friend who owns a copy) is Microsoft Flight Simulator 5. By the time you FS5 fans read this, the unit will be shipping with the drivers necessary to FS5 (as I'm writing this, around the end of January, the drivers are still being worked out). As is the general case with CH Products, the Virtual Pilot Pro is remarkably neutral in its handedness. It doesn't particularly favor right-handers over lefties. The only exception here is in throttle and trim control, which you don't fool with overmuch anyway.

Virtual Pilot Pro
Control Yoke
By CH Products
970 Park Center Drive

Vista, CA 92083
(619) 598-2518
Fax: (619) 598-2524

Available For
PC and compatibles

Designed By
CH Products

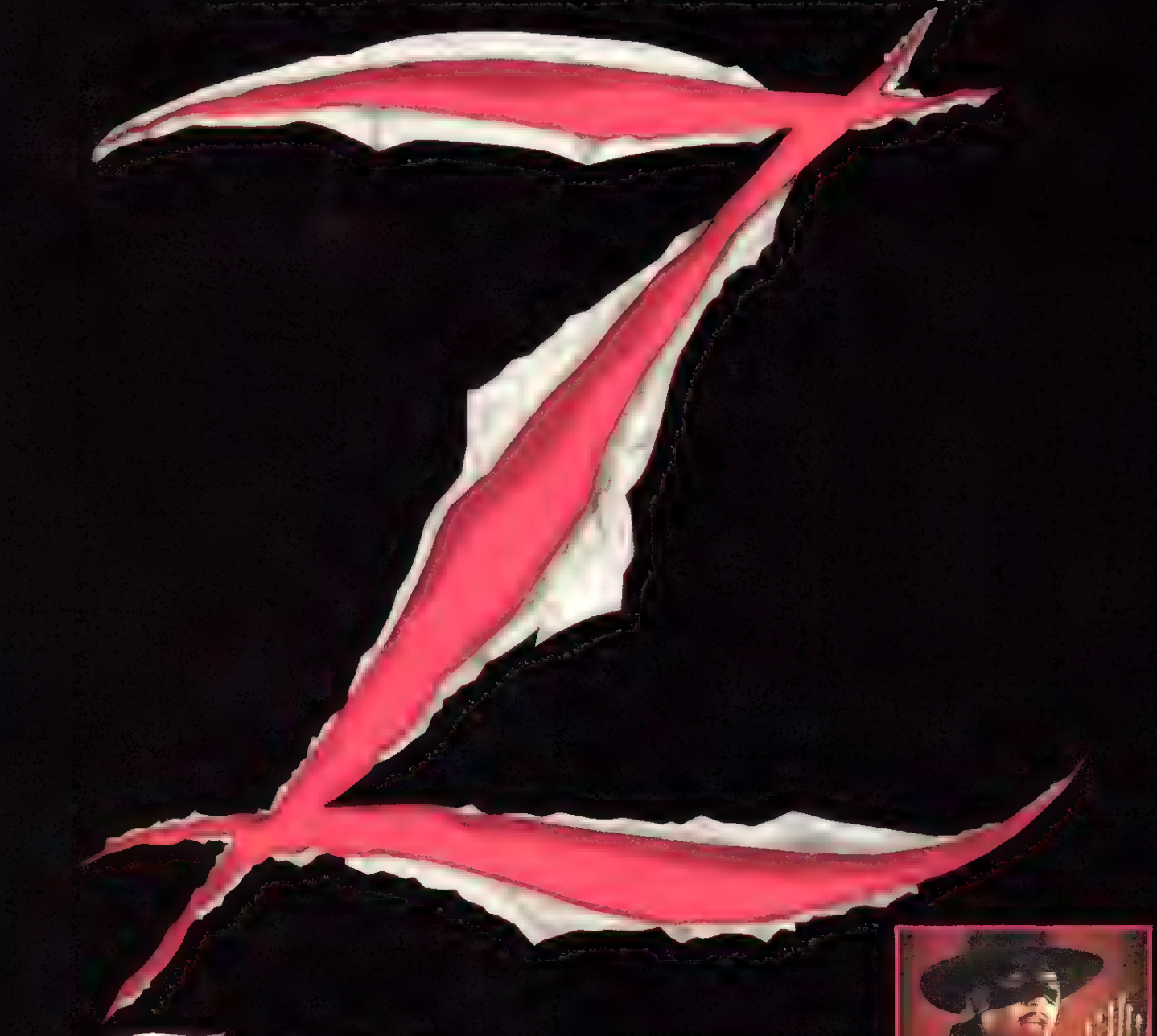
Distributed By
CH Products

Street Price
$129.95

Installation	N/A
Ease of Use	91
Durability	93
Usefulness	85
Manual	N/A

Though it can be used for such games as Mortal Kombat PC why would you ever want to? I've never been a big fan of flight yokes mainly because most have either been way too big to keep near my desk or else haven't had the sort of functionality or industry support that I would look for. The Virtual Pilot Pro changes this perspective. Yes it's still pretty large but its low profile won't interfere with your view of your monitor. However due to the added buttons and hats, functionality has become an issue of the past. Likewise, because the VPP is from CH Products, industry support can't be far behind (and has already caught up in most cases). The action is smooth and control is incredible. The buttons and hats are solid, neither sticky nor oily. The clamps are well-constructed although I'd recommend putting some rubber bands in between the clamps and your desk for added grip if you're one of those people who prefers jerking your joystick around rather than using a smooth sliding action. **- Ted**

Gold. Greed. Gallantry.



ZORRO™

A Cinematic Action Adventure

"A swashbuckling, whip-cracking adventure that is reminiscent of Prince of Persia."

–Computer Player Magazine

Capstone

THE PINNACLE OF ENTERTAINMENT SOFTWARE

IBM CD-ROM

To order call: (305) 373-7700 • (800) 468-7226 • BBS (305) 374-6872

Software Creations BBS (508) 365-2359, 2400 Baud • (508) 368-7139, U.S. Robotics • (508) 365-9352, 14.4-28.8K

Zorro™ and ©1994 Zorro Productions, Inc. Licensed by The Imagination Factory.

A Sound Inheritance from KOSS

KOSS dives into the multimedia marketplace with a trio of high-power audio offerings.

KOSS' SW/1, HD/100s, and HD/50s (inset): sonic excellence.

Computer technology advances almost daily, bringing us items which always claim to be stronger and faster than their predecessors Amidst this swirling maelstrom of chaotic advance, audio technology advance seems almost glacial KOSS, long known for the quality of their stereo headphones for home audio and portable audio systems, now enters the ever burgeoning world of multimedia sound

Three new products from KOSS mark their entrance, and they are fine offerings. The first, the SW/1 subwoofer, sports a low-profile design that is perfect for stashing away under your desk. The only controls are a power switch and a volume control knob. The sound output is impressive, and there is minimal hiss even when the volume setting is maxed. The frequency response is equally impressive: I've see other subwoofers with a low end of 50Hz, which is the bottom end of the sound spectrum for the average person; KOSS made the SW/1's low end 40Hz, for those with an above average hearing range. The bass reflex port is ample but not oversized, and you'll definitely be able to feel the gut punch of the low lows. It has two four-inch cones and a 20 watt amplifier built in. It comes with a standard 1/8" Y adapter and AC/DC transformer

The other two products are speakers bearing the standard for the Hard Drivers line. The HD/50's are compact, yet reproduce computer audio admirably. Each speaker has a 3.5" cone and the amplifier section produces a power output of 4.5 watts per channel RMS. The HD/50s can be powered by battery or nine volt AC/DC transformer (not included). Retail price is $49.95

The other speakers in the Hard Drivers line is the HD/100. Though their dimensions are not much greater than the HD/50s, they seem massive by sight comparison. Each speaker has a 4" woofer/midrange cone and a 1.5" tweeter. Its amplifier section puts out 5 watts per channel RMS. The HD/100s come packaged with a twelve volt AC/DC transformer Both the HD/50s and HD/100s have bass and treble boost switches, microphone, headphone and CD player jacks, and an input selector switch for accepting input from either your computer's sound card or a CD player. Both types of speakers have a volume adjustment knob and are magnetically shielded.

TECHNICAL NOTES

Battery prices being what they are, if you're going to get the HD/50s, I'd recommend picking up a nine volt AC/DC adapter at the same time. All of the products are extremely well designed, and feel as though they'll stand up to a moderate amount of abuse (e.g. falling off your desk). The microphone input jack was a surprise; obviously the folks at KOSS are somewhat taken with the idea of karaoke. KOSS shows a certain amount of style for the inclusion of the splitter cable in the subwoofer box; there are other companies who would have foregone the cost and told you to buy your own

Speakers
SW/1, HD/50, & HD/100
By KOSS
4129 N. Port Washington Ave.

Milwaukee, WI 53212
(414) 964-5000
Fax: (414) 964-8615

Available For
PC and compatibles, Mac

Designed By
KOSS

Distributed By
KOSS

Street Price
$129.99, $49.99, $99.99

Installation	96
Ease of Use	96
Durability	96
Usefulness	96
Manual	N/A

Because I'm essentially reviewing three products here, the overall score in the box is for the semblance of quality common to the three. The HD/50s receive my lowest review rating for not including an AC/DC adapter nobody wants to buy a product that will keep costing them money after they've bought it. The sound quality of the HD/50s is surprisingly good, other speakers of that size that I've run into sound tinny and distant. The HD/100s, provide somewhat better sound, although the volume level at max is not very much greater than the HD/50s The prime distinction is that the sound reproduction is clearer The subwoofer is the best of the lot, though it provides incredible bass punch, and the level of distortion and hiss is at a minimum, even at full power. If it was my money looking for a place to spend itself, I wouldn't hesitate to pick up the subwoofer As to a choice between the two Hard Drivers models, I would go with whichever model fit more neatly on my desktop *- Ted*

Live the life of a top secret agent with the X-Com style of gameplay in Bureau 13. Your mission is to investigate, collect and if necessary, exterminate supernatural entities. Build your own team from confidential Bureau files, each character with [illegible] special abilities. [illegible] government has kept the [illegible] Complex puzzles require clever thinking and imagination. Based on successful pen & paper role-playing game by Richard [illegible].

TAKE 2 INTERACTIVE

DISTRIBUTED BY GAMETEK

Kombatants, Take Your Places...

AITech's Wireless Bandit is ready to free you from cable overload.

Cable-free control can be yours, but with a digital price tag.

Game pads have been around for years now, and each new incarnation has some gimmick that makes it different from all the rest. The Wireless Bandit's most obvious gimmick is its infrared control scheme. A small receiving unit attaches to your game port and can be located almost anywhere within the range of its five foot long cable; its obvious constraint is that it must have a free field of view. I put mine on top of my monitor; it seems to like it there.

There is a second gimmick to the Wireless Bandit, though, and only time will tell if it works or not. When you buy it, you get, not one, but two infrared transceiver units. Although there are many games out there that can be played in two-player mode, I don't know of many people who ever take advantage of that particular aspect of their games. Computer gamers tend to be fairly solitary in their play. However, with the release last year of the ultra-successful arcade game Mortal Kombat, there may be more than I think there are.

The units themselves are compact and lightweight, yet are durable enough that, after being knocked off the desk more than a few times (desk space is at a premium here at CGR), they have continued to work as advertised. The pads have independent turbo and auto-fire controls for both the primary and secondary buttons; buttons are standard "soft-touch" style. For single-player action, a special "pro" mode allows for two extra function buttons. The range of the controllers is rated at "up to 40 feet" from the receiver; I know of nobody who sits that far from either their monitor or their TV. The directional controller is digital only, and an automatic power off feature saves you money on new batteries. Each unit takes two AAA batteries, not included. For those of you who like running your VGA output to a TV, AITech also offers several VGA-to-TV converters.

TECHNICAL NOTES

While I can't imagine anyone standing forty feet from their TV or monitor, I had to try it. Although I can't get forty feet away, I tried the controls from about twenty-five. Guess what? The Wireless Bandit performed well! I also tried putting the receiver unit behind me, standing off to one side, etc., etc. Either the receiver has really good pickup or the control units have really good range, or both. It was nearly impossible to lose contact. The action of the pads is good, although only dedicated gamepad fans will be able to fully appreciate the eight-way directional controller right out of the box. Otherwise, it takes practice to get the hang of using a gamepad. I'm more of a joystick/keyboard man. While the five foot cable for the receiver unit will limit you in terms of where you can place said receiver it's really not that much of an impediment. The only thing you should be aware of is that, in order to get both controllers to work at the same time, you'll need a dual port game port. This is not to say you'll need two game ports on your system; a dual port joystick port is pretty much a standard these days, found on most major sound cards.

Wireless Bandit
Infrared Controllers
By AITech
47971 Fremont Boulevard

Fremont, CA 94538
(510) 226-8960
Fax: (510) 226-8996

Available For
PC and compatibles

Designed By
AITech

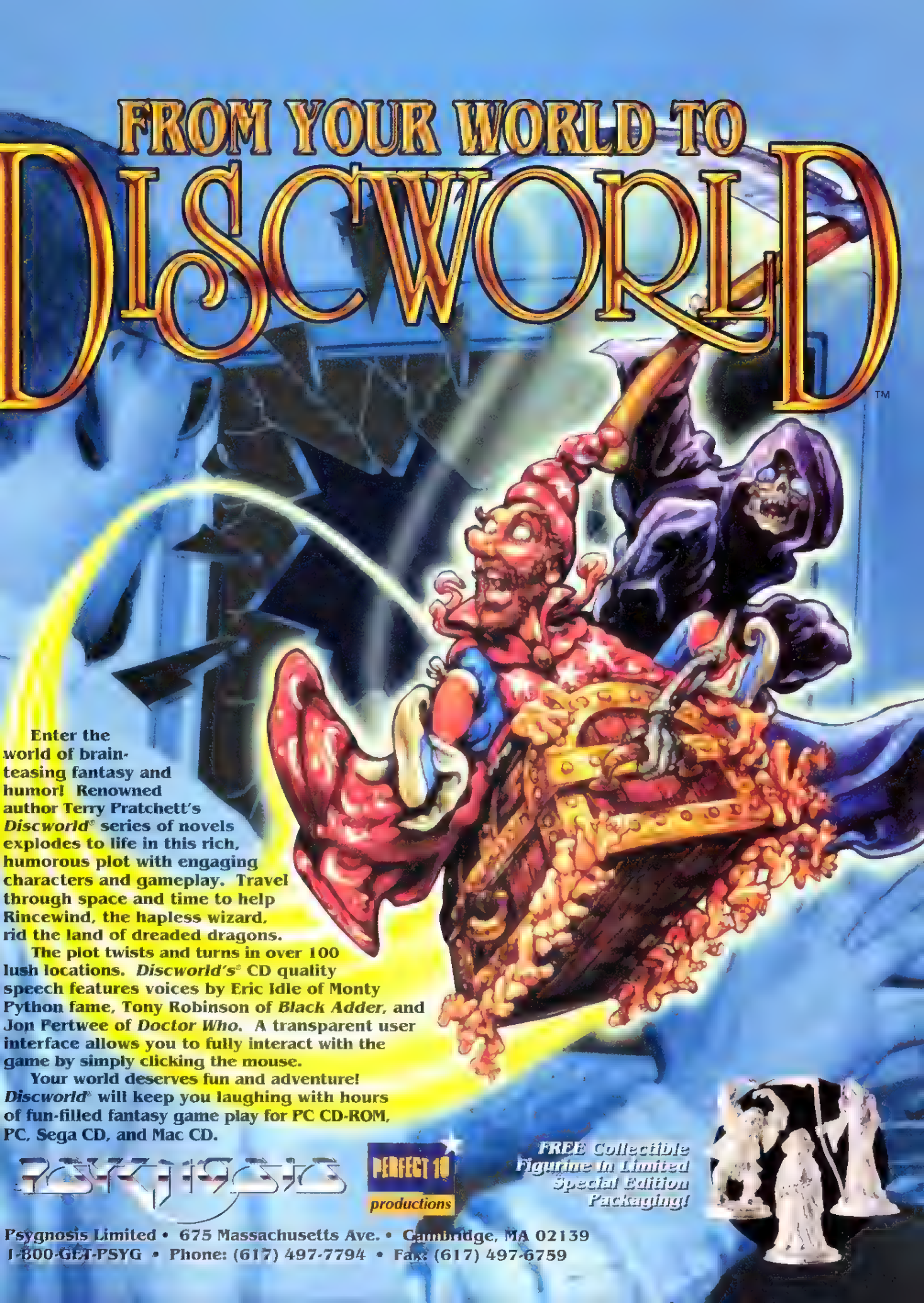
Distributed By
AITech

Street Price
$59.95

Installation	88
Ease of Use	87
Durability	91
Usefulness	80
Manual	N/A

This is a tough one to rate. Exactly how useful is a gamepad for controlling games? To someone like myself, who is an admitted joystick freak, a gamepad isn't all that useful. On the other hand, there are people out there who play X-Wing with a gamepad. So I decided to play it this way: I'm rating the Wireless Bandit on its stand-alone merits. That is how does it stack up compared to other gamepads? From what I can tell, this is a solidly-built design. The button action is easy on the thumbs and won't raise blisters. The controls are well placed, with the directional pad given a slight rotational cant that is ergonomically efficient. My only complaint is that the Wireless Bandit doesn't have a screw-in stick for those folks who do play X-Wing with a gamepad. Personally, I find said attachments incredibly useful if only because they help to orient me. That you get two controllers may seem like an alien concept in the solitaire world of computer gaming, but the number of multiplayer games is increasing. **- Ted**

FROM YOUR WORLD TO DISCWORLD™



Enter the world of brain-teasing fantasy and humor! Renowned author Terry Pratchett's *Discworld*® series of novels explodes to life in this rich, humorous plot with engaging characters and gameplay. Travel through space and time to help Rincewind, the hapless wizard, rid the land of dreaded dragons.

The plot twists and turns in over 100 lush locations. *Discworld's*® CD quality speech features voices by Eric Idle of Monty Python fame, Tony Robinson of *Black Adder*, and Jon Pertwee of *Doctor Who*. A transparent user interface allows you to fully interact with the game by simply clicking the mouse.

Your world deserves fun and adventure! *Discworld*® will keep you laughing with hours of fun-filled fantasy game play for PC CD-ROM, PC, Sega CD, and Mac CD.

PSYGNOSIS

PERFECT 10 productions

FREE Collectible Figurine In Limited Special Edition Packaging!

Psygnosis Limited • 675 Massachusetts Ave. • Cambridge, MA 02139
1-800-GET-PSYG • Phone: (617) 497-7794 • Fax: (617) 497-6759

Learn All About Sex, The World and The Mask!

All of the above are on CD-ROM. Dr. Ruth explains sex, Grolier gives you the world on a silver disk and Cambrix presents the original The Mask comic in an appealing electronic format. When you're through with these try IQ Test and see if you absorbed anything.

THE MASK:
The Origin
By Cambrix Publishing
6269 Variel Avenue
Suite B
Woodland Hills, CA 91367
(818)992-8484
Fax: (818)992-8781

Requirements
386SX/25+, Windows 3.1, SVGA, 4MB RAM, 2xCD-ROM

Available For
One Player

Designed By
MetroLight Studios, Cyber Com

Distributed By
Cambrix Publishing

Street Price
$39.95

Requires
N/A

The Mask: The Origin

The Dark Horse character comes to life in an electronic presentation of the original comic book from publisher Cambrix and designers Cyber Comics and MetroLight Studios. This is not an electronic book of the very popular Mask movie starring Jim Carrey. The designers have duplicated the original comic book

Heeeeeere's John—um—er—the Mask...

panels, added special effects and included voice acting to create a comic book on computer.

The voice acting is simply first class and adds a whole new dimension to the presentation. I know there will be some purists who will not like having the comic "read" to them. If that's the case, there is an option to turn off the sound.

The Mask is presented chapter by chapter.

The original comic book panels have been superbly reproduced in high resolution graphics, which means they have to load causing a slower pace than some would like, but they are worth the wait.

The special effects are appropriate for keeping within the spirit of a comic book and I believe you'll enjoy the adventures of Stanley Ipkiss and his girlfriend Kathy on CD-ROM. *-Steven Greenlee*

Harpoon II Battleset #2

Harpoon II fans there are new add-on missions now available from Three-Sixty. There are 15 new missions all taking place in the Western Pacific. Some of the 15 scenarios include keeping check on the North Koreans, keeping the peace between China and Taiwan and finding Russia's Pacific submarines.

Westpac has missions taking place in ten countries with all new photographs. In Communist China you will have to fight years of ruthlessness when China begins to take over Hong Kong and find a peaceable way for the take-over.

Economics plays another role when your mission is to ensure that the mineral rich Spratley Islands don't spark a war between Pacific Rim nations Japan, China, Vietnam, Taiwan and the Philippines.

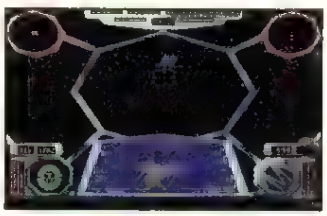
Russia is not out of the picture either. You're mission will be to find out if their missiles are still pointed west. Harpoon II fans should certainly like these additional missions.

-Steven Greenlee

Requirements
386SX/16+, 512K VGA, VESA, 4MB RAM, Mouse

Defender of the Empire

Now that you've completed TIE Fighter, you might think you can sit back and rest on your laurels. But the Emperor still needs your skills as a pilot, particularly in the newest and best of the Imperial ships, the TIE Defender. Armed with four lasers, two ion cannons and with several possible missile loadouts, the T/D is a fearsome opponent for your enemies to behold.



TIE Bombers are easy, but not all of your opponents will be.

The Scroll

Some Things Are Better Left Dead And Buried.

It's [illegible] populace enjoyed a [illegible] to spread the cult of the [illegible] and ensured that the [illegible] people [illegible] through the [illegible] of all [illegible] descendents. Centuries would pass, and it would be buried at the end of a long, lost tunnel in a temple beneath the unsuspecting city of [illegible]. Then in 1920, one Yusef Al Rashid began to dig, finding place [illegible] he'd begotten misery and unearthed the 2,000 year old magical scroll which sets in motion an adventure which begins with death and could finish with the end of the world.

VICTOR

© 1996 Millennium Interactive Limited

PC CD-ROM

4-EVER DOOMED CD-ROM

Over 1200 DOOM levels
Cheat codes
Maps & Hints
Saved game editors
Utilities & extras

- BLAST YOUR WAY THROUGH HUNDREDS OF NEW CHALLENGING LEVELS
- ADD NEW GRAPHICS, MUSIC, SOUNDS, AND WEAPONS TO DOOM
- EDIT SAVED GAMES FOR MAXIMUM HEALTH, AMMO, AND FIREPOWER
- CREATE YOUR OWN DOOM LEVELS

IT'S EASY TO USE !

POINT AND CLICK TO BROWSE CD LEVELS AND RUN DOOM. THERE ARE NO CUMBERSOME COMMAND LINE PARAMETERS TO ENTER WHICH ARE REQUIRED BY SOME OTHER DOOM ADD-ON CD PRODUCTS.

4-EVER DOOMED

$24.95
Plus $3.95 shipping & handling

To Order

Call NOW - Visa/MasterCard Accepted

1-800-682-5322

Or send check or money order to:

Cypress Software, Inc.
200 N. Washington St. Ste. 204
Naperville, IL 60540
(708) 717 1564

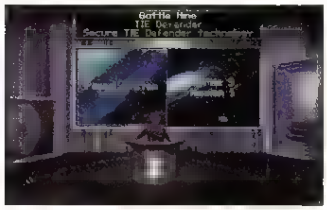
Fax orders: (708) 717-1451

- All orders shipped within 24 hours -

DOOM and DOOM 2 are trademarks of id Software Inc

NEW !!
Levels & utilities for
DOOM 2 INCLUDED

Defender of the Empire offers the player new tours of duty, each furthering the story of the rebellious Admiral Zaarin and the Empire's battle to recapture him. You and your squadron are placed at the forefront of this campaign, mainly because of your proven skill (assuming you've made it through the original game), particularly in the cockpit of the latest Imperial creation, the TIE Defender.



Explore new areas of the galaxy and blow up new ships.

I rather like the fact that LucasArts has decided that rather than coddle the gamer, they go right for the jugular. In the first mission, you will be flying against enemy TIE Defenders, not an easy task in any event, and especially difficult if you are at all out of practice. If you loved TIE Fighter, you'll find more to love with Defender of the Empire.

-Steve Honeywell

Requirements
386SX/33, Joystick, VGA, 1 Meg EMS

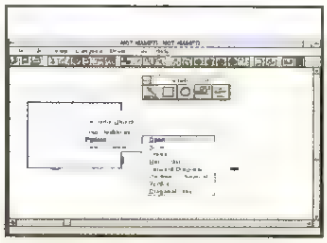
DungeonBuilder

Game masters now have another tool at their disposal to make pen and paper role-playing more fun and enjoyable—the computer

Vorpal Software of Falls Church, Virginia have a dungeon builder they hope will take some of the drudgery out of being a GM.

DungeonBuilder allows a GM to draw their own dungeons, generate each room's encounters according to their own whims (including determining the amount of treasure and experience gained), track spell durations, tailor all monster and room descriptions as well as trap and secret door information.

Secondly, this program allows for the orderly filing and storage of your dungeon's information so the GM can have immediate access to it when he needs it instead of fumbling through pages and pages of loose paper.

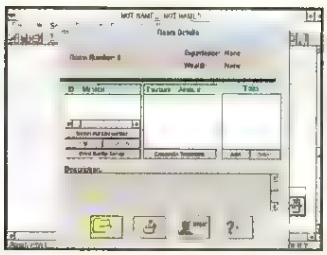


Each room can be tailored with pulldown menus.

DungeonBuilder does have some weak points. It is very linear in how you can construct your dungeons. The tool to make hallways is very sensitive. It is easy to get off mark (which is always another room) and have a jumbled mess. If this does happen you can not go back and delete the hall. And contrary to what the "help" says you can not have "to no-where doors" making the door tool nearly useless.

Vorpal says they are working on the next version which will be an upgrade and the improvements planned are greatly needed, until then this strong first version still has many time saving and convenient features for GMs.

-Steven Greenlee

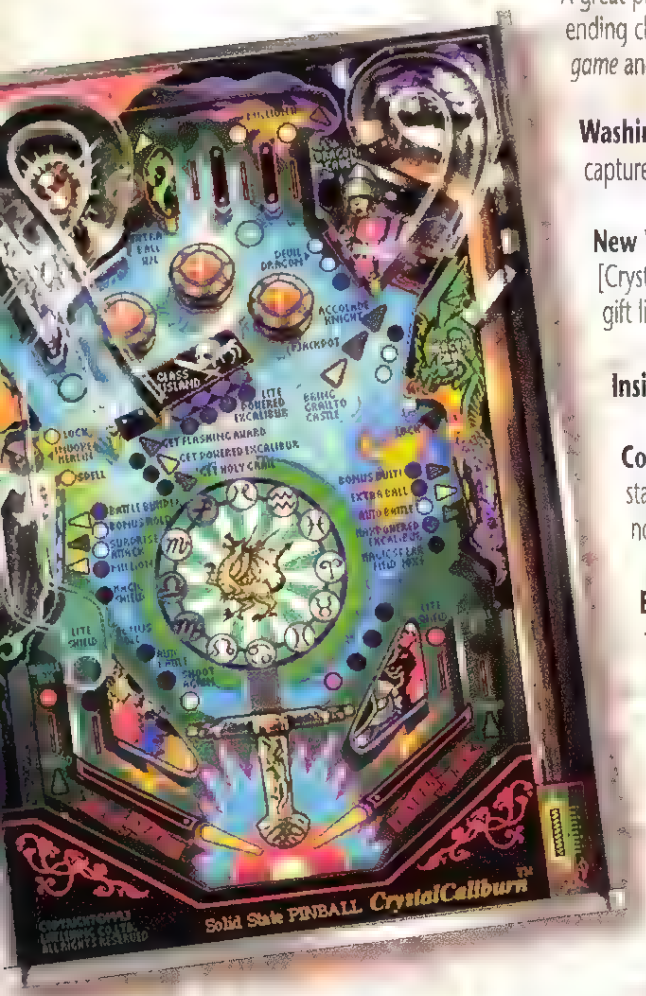


Monsters are customized according to your own design.

Requirements
386SX/40+, Windows 3.1, VGA, 6MB RAM, Mouse

Never Lose Sight Of How Pinball Should Be Played.

A truly great pinball game is more than great graphics and spectacular sounds, more than the latest arcade features like 3D ramps and three multi-ball play, more than fast ball movement and precise flipper control, and it's more than being able to see the whole playfield at once so you can aim your shots. A great pinball game has that unique quality of playability and never-ending challenge that keeps you coming back for...*just one more game* and a shot at your new high score!



Washington Post– "Crystal Caliburn perfectly captures the essence of a great pinball machine."

New York Times–"The realism is striking... [Crystal Caliburn] will be at the top of Silicon Santa's gift list this year."

Inside Mac Games– "ARCADE GAME OF THE YEAR"

Computer Game Review– "Crystal Caliburn sets a new standard. For realistic pinball on a computer, there's nothing like this game."

Electronic Entertainment– "Crystal Caliburn is simply the best, most realistic, most challenging pinball simulation for the Macintosh yet." (Rating: 9 out of 10)

GAMES Magazine–"You'll forget you're playing on a two-dimensional computer screen... the realism is astonishing."

MacUser–"Electronic pinball's Holy Grail." (Rating: 4 1/2 out of 5)

SYSTEM REQUIREMENTS:

MACINTOSH: 13" or larger monitor, 256 colors, and 4MB RAM.

WINDOWS: 386 or higher microprocessor, Microsoft® Windows 3.1, 256 color SVGA display, and 4MB RAM.
Supports SoundBlaster™ and other Windows compatible sound cards.

Crystal Caliburn™

From the creative genius of LittleWing, developer of TRISTAN™ and Eight Ball Deluxe™ for Macintosh.
Available from your favorite retailer or mail-order catalog. Interactive DEMO on AOL and CompuServe®.

NOW AVAILABLE FOR WINDOWS™!

StarPlay Productions, Inc. • PO Box 217 • Greeley, Colorado 80632-0217 • Tel 303.447.9562 • Fax 303.447.2739

™ Crystal Caliburn and Tristan are trademarks of LittleWing CO. LTD. Windows is a trademark of Microsoft Corporation. Other trademarks are property of their respective owners

Dr. Ruth's Encyclopedia of Sex

Who is more synonymous with sex than Dr. Ruth Westheimer (bes des Heidi Fleiss)? So, is it any surprise that she is exporting her much respected and recognizable expertise to CD-ROM? Creative Multimedia is now distributing Dr. Ruth's Encyclopedia of Sex and it is tame enough that many families will not have a problem with it being on the computer.

Dr. Ruth does present the sex

Dr. Ruth uses drawings to illustrate her point.

information in a more explicit manner than say a high school biology class, but it is not prurient nor exceedingly clinical—it's Dr. Ruth.

Since this is a multimedia platform you will find several areas to explore. There is an interactive Anatomy Chart which is tastefully done. You can take a 3D tour of the human reproductive systems or browse through a database of Dr. Ruth's 350 most commonly asked questions. If you wish you can listen to a variety of calls Dr. Ruth has taken on her nationally syndicated radio show.

All in all, there are some 800 images and illustrations in the program. No images are provocative. This is a solid, but respectful presentation of human sexuality and could help combat sexual illiteracy.

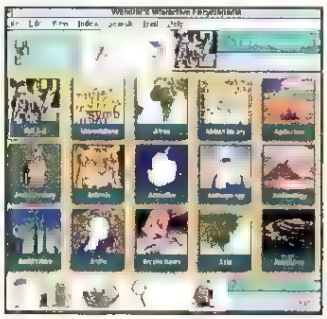
-Steven Greenlee

Webster's Interactive Encyclopedia

While having all the information you would expect in a reference work with the Webster's name, its interface is sadly lacking. There were a number of interface issues this reviewer took exception to.

A similar problem with the slide in the Index menu. The slide button jumps back several entries every time you scroll down. You have virtually no fine tuning type of control on the slide

There are number of other problems as well. The "go back" arrow takes you to the beginning of the menu. So if you are in the "Maps" and go to San Paulo by first clicking on the country Brazil and then click on "go back" you are taken to the world map and not back to the map of Brazil. Also I double clicked on the city names but instead of a greater zoom, it popped me out to the text files, but of course, go back would not take me back to the map area. Also, the submenu screens



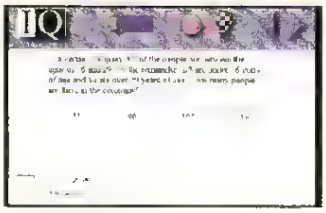
Different areas are accessed by clicking on their icon.

needed to be refreshed before accessing the topic you wanted.

This is a disappointing CD-ROM and I'm surprised it has Webster's name on it. If you can take the interface, go for it, but it's not an easy reference to use. *-Steven Greenlee*

IQ Test

This is one of the more straight forward entertainment titles I've seen in a while. It is as its title indicates—an IQ test. This is not nor should it be confused with any kind of scientific IQ test. The scientific kinds of IQ tests are done under controlled conditions and almost always include a real live person



The IQ Test questions cover three major categories.

presenting the test questions. Also, IQ tests do not take into account motivations, emotions or any of the human skills such as natural leadership abilities or common sense. Other than that, it's kind of fun.

You are allowed 30 minutes to answer the 150 questions on the test. Yes, it does include mathematical questions like if 34% of the employees are aged 20 to 30 and 14% are over 30 and 52% are under 20 how many employees are there? This isn't a real question, just an example.

Another area of questions deals with spatial relationships meaning you have to count stack blocks. This is the same thing when Dr. Crusher of Star Trek: TNG gave Hugh the Borg the spatial test. You have to be able to turn the group of blocks around in your mind as a 3D image and count the blocks you can't see. The other questions are word recognition.

For what it's worth, the test is kind of fun and like taking the psychological tests found in many popular magazines. *-Steven Greenlee*

Requirements
386SX/16+, Windows 3.1, SVGA, 4MB RAM, 1xCD-ROM

Requirements
386SX/16+, Windows 3.1, SVGA, 4MB RAM, Sound Card, Mouse

Requirements
386DX/16+, Windows 3.1,VGA, 4MB RAM, Mouse

BOBBY FISCHER TEACHES CHESS

Learn chess with progressively challenging lessons!
Multimedia presentation depicting key moments in chess history!
Test your knowledge and skills against a world-class chess engine!

CD-ROM

Learn how to think like the master!

Bobby Fischer took the world by storm when he won the U.S. Chess Championship at the age of fourteen and later became the youngest International Grandmaster. His skills are unparalleled and his boldness is legendary. Now you can learn to think and win like the master!

FEATURES:

INTERACTIVE LESSONS:
More than 300 chess lessons engineered by Bobby Fischer to teach you chess or improve your game

WORLD-CLASS CHESS ENGINE:
Challenge your knowledge at multiple skill levels or test yourself by playing out the lessons

MULTIMEDIA PRESENTATION:
A Picture History of Chess features over 300 photographs and commentary describing the game's most important developments

FOR EXPERIENCED PLAYERS:
Replay more than 570 of Bobby Fischer's greatest matches against some of the toughest International Grandmasters.

FOR BEGINNERS:
No knowledge of chess required The program teaches you everything you need to know!

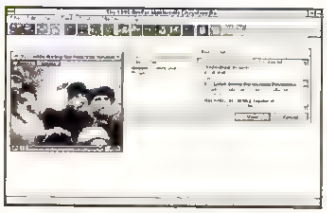
INSTRUCTIONAL FLEXIBILITY:
Teachers and coaches can generate educational chess lessons for their students

MISSION STUDIOS

Copyright© 1994 by LEARNING INTERNATIONAL INC., reproduced under license by BOOKUP, INC. All rights reserved by LEARNING INTERNATIONAL, INC. Bobby Fischer Teaches Chess ™ is the trademark of LEARNING INTERNATIONAL, INC.

The 1995 Grolier Multimedia Encyclopedia

This reference title is everything you could possibly want in an electronic encyclopedia. It has over 8,000 still images and over six hours worth of video and animation, plus it's easy to use.



There are many more video clips in this year's edition.

There are several improvements in this edition over previous ones. The Timeline is now graphical. Also included is an enhanced Knowledge Explorer™. These are audiovisual essays which give overviews for each of the ten major areas of history. These essays are linked to a specific list of relevant text articles. The Timeline is much more fun to browse and more useable for finding specific topics.

The Maps are high detail and searchable as well. There are special features which allow you to locate a map which fits your search and are linked to even more maps and text than in previous versions.

Even though I'm not a big fan of animated maps, Grolier is producing some fine ones. These are maps which will animate a World War II battle or such. Most animated maps are war related. Grolier, though, has programmed their maps so you can instantly access text articles dealing with the specific point in the map you are watching. This is a very nice feature indeed.

Another new area to the 1995 edition is called "Pathmakers." There are several topical "themes" and each one is explained by a famous celebrity, athlete or writer. Kurt Vonnegut, for explores the beat generation in the theme "The Novel and the American Experience." Jackie Joyner-Kersee hosts "Great Sports Achievements of History." The themes contain video of the host with their views along with other video and text articles.

The encyclopedia covers a range of topics like music.

There is much depth to the encyclopedia. One quick for instance is the "related concept searching." During a word search this will bring up related topics to your word. If you search "excalibur" you'll get two hits, but with RCS you'll get hits on Great Britain history, mythology and many more.

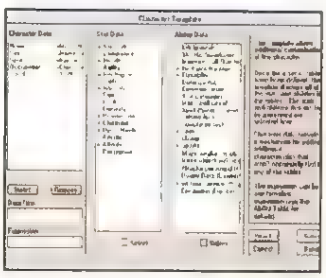
The 1995 Grolier Multimedia Encyclopedia is fun to use and gets my highest recommendation.

-Steven Greenlee

Requirements
386SX/20+, Windows 3.1, SVGA, 4MB RAM, Mouse

The Character Alchemist

Mind over Matter is a small software company in Monona, Iowa, specializing in computer programs to compliment pen and paper role-playing games. The Character



You can tailor your character using your own templates.

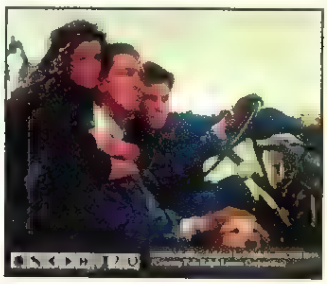
Alchemist is a fairly simple to use character generation program. The program allows you to completely customize your attributes and then will roll computer dice to set your character's stats. You can create your own army of creatures or an army of Paladins, besides just single characters.

This is an affordable and nicely done piece of character generation software. *-Steven Greenlee*

Requirements
386SX/16+, Windows 3.1, VGA, 512K RAM

Smithsonian's America

Since 1846 the Smithsonian Institution has been collecting bits and pieces of the American culture. It maybe a photograph which captured cowboys at work, a telephone or even a vacuum cleaner. By collecting these objects the Smithsonian is able to keep a detailed history of our culture and now a bit of that is on a CD-ROM called Smithsonian's America.



Calvin Klein's jeans are considered part of our heritage.

This CD brings life to our culture by showing how it developed. There are over 700 photographs, 30 minutes of video and several traditional music selections in this low-keyed presentation chronicling our nation's heritage. *-Steven Greenlee*

Requirements
386SX/25+, Windows 3.1, SVGA, 4MB RAM, 2xCD-ROM

Fritz... Armed and Dangerous

BrainDead 13 starring Fritz... a bizarre comedy, horror, action-adventure

IBM PC CD-ROM • 3DO • MAC CD-ROM • SEGA CD • MPEG CD-ROM

READYSOFT

ReadySoft Incorporated
3375 14th Ave., Units 7 & 8
Markham, Ontario, Canada L3R 0H2
Tel: (905) 475-4801 Fax: (905) 475-4802

BrainDead 13 is a trademark of ReadySoft Incorporated.
©1995 ReadySoft Incorporated. ALL RIGHTS RESERVED

CHILD SUPPORT

Saving Endangered Animals is Both Fun and Informative

There are some two dozen animal species teetering on the brink of extinction and experts fear the worst. Education is a vital ingredient in saving these animals and this new CD from Lyriq does well in both being educational and fun for kids 8 and up.

Discovering Endangered Wildlife
By Lyriq
1701 Highland Ave., Suite 4
Cheshire, CT 06410
(800) 433-4464
Fax: (203)250-2072

Requirements
386SX/16+, Windows 3.1, SVGA, 4MB RAM, 2xCD-ROM

Available For
PC and compatibles

Designed By
Lyriq International Corp.

Distributed By
ABCO Distributors

Street Price
$49.95

Age
8 & Up

The responsibility to be good stewards of our earth is a monumental task. It is one thing for a species of animals (or plants) to become extinct as a part of nature, but it is an all together different issue when extinction is brought about by man.

One of the more important aspects in conservation is to educate the public on which animals are at risk and how they came to be in a risk situation. PBS and various other cable channels address conservation concerns, but there are few computer based titles on the subject. The Connecticut-based Lyriq corporation, in conjunction with the National Wildlife Association, has produced a fine title for children ages eight and up. It's called Discovering Endangered Wildlife.

Lyriq says they wanted to produce something more than just a multimedia reference, but the challenge was how to make the topic interesting and fun. Lyriq has succeeded in meeting that challenge by creating six different types of puzzles to present information and then uses social educational techniques so the kids will get something out of it.

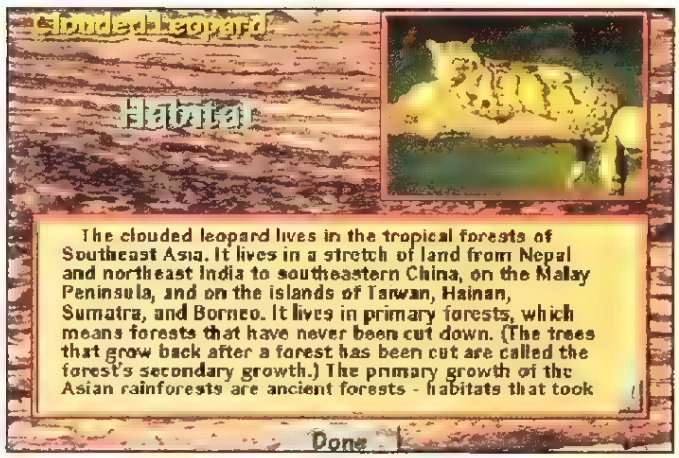
Discovering Endangered Wildlife begins as a story set in the distant future. In this future many animals have become extinct but scientists have worked out a way to rectify the situation. In a similar vein as Star Trek: The Voyage Home, two future National Wildlife Federation members have bridged time and space and have asked you to find these extinct animals and beam them into the future. There are some two dozen animals to find and I found it all very fun.

Important information is presented with hi-res pictures.

Explore the world's animals separately or play the game.

You beam them by completing the big puzzle. This puzzle is similar to Concentration, but you also have to answer pertinent questions, solve picture scrambles, crossword puzzles and jigsaw puzzles. Some tiles initiate full motion video clips of animals. I found the clip where a wolf was digging very intriguing—they are such smart animals. When you have completed the big puzzle the animal is beamed into the future and better prospects for survival.

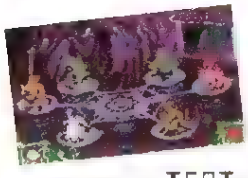
I found the puzzles fun and challenging, so younger players may need some help, but it is a terrific game to play with your children. Lyriq and the National Wildlife Federation should be very proud of this title. *-Steven Greenlee*


clouded leopard
Habitat
The clouded leopard lives in the tropical forests of Southeast Asia. It lives in a stretch of land from Nepal and northeast India to southeastern China, on the Malay Peninsula, and on the islands of Taiwan, Hainan, Sumatra, and Borneo. It lives in primary forests, which means forests that have never been cut down. (The trees that grow back after a forest has been cut are called the forest's secondary growth.) The primary growth of the Asian rainforests are ancient forests - habitats that took
Done
You can read all about every endangered animal before you play the game including details about how they are threatened.

TEST-BYTES

Preview 5 New Games!

WARNING!



Hey, you can spend lots of time reading reviews of all the latest CD games OR you can get TEST-BYTES, the awesome new demo CD that gives you a real taste of five of the hottest new games on CD!

Now you can do your own reviews of these five cutting-edge game titles before you put out the cash for the full-play versions. And best of all, you'll get a $10 rebate, good for the purchase of any one of the games featured on the TEST-BYTES disk. So, cruise on down to your game store today and get a taste for just $5.99.

TEST-BYTES CONTAINS **$10** REBATE COUPON

Five primo games you can really sink your teeth into!

DOMINUS Defend your domain from hoards of monsters and rival clans in this new genre role playing game. Exciting combination of action and strategy.

Pilot futuristic combat vehicles against alien foes in a variety of low level air-to-air and air-to-ground attacks. Superior play-action & graphics **RETRIBUTION**

DESERT STRIKE The president has chosen you to plan and lead a pre-emptive strike against Middle East renegade, 'General' Kilbaba Plan your campaign, then pilot your Apache attack helicopter into combat in this superb strategy-action game

You pilot four different combat vehicles .. F-117A Stealth Fighter, MX 9 Attack Hovercraft, Comanche Attack Helicopter and Special Forces Assault Motorcycle in this action packed sequel to "Desert Strike" **JUNGLE STRIKE**

WORLD CUP GOLF Now you can play the famous Hyatt Dorado Beach Golf Course in World Cup Golf, the most beautiful and sophisticated golf game you've ever played. This exciting golf game is so true to life, you'll be able to smell the fresh-cut grass.

* Test-Bytes disk contains limited play versions of featured

FRONT STREET PUBLISHING

Front Street Publishing
303 Sacramento Street, San Francisco CA 94111
To order direct call 1-415-693-0297

CHILD SUPPORT

Archibald's Guide to the Wonders of World Geography

The young British explorer Archibald is back from Egypt and this time he's going to take your children on a tour of the world with a specific emphasis on geography.

Like last year's Archibald title from Swifte, the pre-teen explorer will help your child learn about the wonders of the physical earth. Your child will learn to recognize continents, bodies of water, countries, flags and capitals, as well as the states of America. All of this learning is set in the guise of an adventure

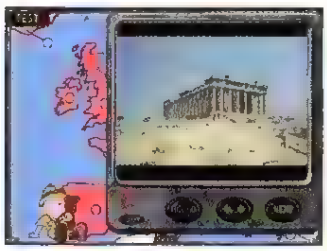
Answer questions correctly or Archibald gets it!

Your child is prompted by clues and questions to help them lead Arch (can I call him Arch or even — gasp— Archie?) to different points on the earth. To help keep kids on the right path, wrong answers trigger little animations which gets Archibald into trouble

In addition to all the wonderful facts your child will uncover, they also will be able to see pictures of landmarks and hear "hello" in many languages.

This is another fine title from the folks at Swifte. Even though the box says "For Kids Of All Ages" it is probably going to be most interesting to those kids ages 6 to 10, although older kids may find it enjoyable as well. Heck, parents will like it, too

-Steven Greenlee



See the sights via Archibald's handy portable television.

Requirements
386SX/16+, Windows 3.1, SVGA, 4MB RAM, System 7

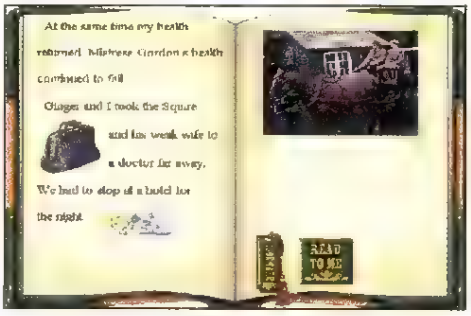
Black Beauty

Sound Source Interactive is making a name for itself by putting out MovieBooks™ based upon popular films. First there was The Secret Garden and now they have recently put the finishing touches on Black Beauty

The MovieBook™ titles are designed for children three to eight years of age and in particular have a strong following among girls.

The program is presented just like a book. You click on the lower right hand corners to turn the page. Each page can be read aloud or read by the child. Also there are several other areas kids will find interesting The most popular will be the video clips taken directly from the movie. This is the new Black Beauty movie released by Warner Bros. (with music by Danny Elfman). I believe young book lovers will take to these books on computer and maybe even encourage those who aren't into books to read. The next MovieBook™ will be Lassie

-Steven Greenlee



Each page of Black Beauty has hot spots as well as video clips and the classic story.

Requirements
386DX/33+, Windows 3.1, 256 color VGA, 4MB RAM

Bill Cosby's Picture Pages

Is there anything Bill Cosby hasn't done? If you thought he hadn't made a computer game, well he has now. Based upon his popular PBS (and Nickelodeon and CBS) series Bill Cosby's Picture Pages is now a CD-ROM from Take 2 Interactive.

Just like his television show, this title focuses on teaching very young children shapes and numbers. The educational technique is drill and practice. It asks children to match shapes, numbers and letters in a variety of settings. Older children will be asked to solve mathematical problems and to match more complicated shapes. The kids are helped by the character Mortimer Ichabod

Bill Cosby's Picture Pages includes nicely done animations entertaining sound effects and Bill Cosby's voiceovers.

-Steven Greenlee

In this game have Bill catch the square fish.

Requirements
386SX/16+, SVGA, 2.5MB Expanded Memory,

ZIG ZAG

WORD GAME OF ALL TIME

Shhh . . . It's a secret . . . We cannot disclose the hidden word, it's up to you to solve it. In addition to the myriad of word puzzles, Zig Zag offers another exciting twist to the game, a word game adventure. The solution is near, each puzzle brings you closer to completing the grand adventure.

Right letter and location, you got a Zig . . . Right letter . . . you got a Zag. A few letters to go . . . Can you deduce the word before the puzzle ends? Prepare your deductive powers as you embark on the ultimate word puzzle adventure game!

"A word game that you can't put down" . . .
"Non-stop entertainment for the whole family" . . .
"A unique word game with adventures as well" . . .

- Intuitive Interface
- Enormous built in Dictionary
- Player History
- On-line Hints
- 4, 5, 6, & 7 Letter Words & Numbers

"Zig Zag" computer game is for IBM PC. It can be obtained through your favorite retailer or call:

1-908-788-2799

or by writing to:
QQP—495 Highway 202
Flemington, NJ 08822

Copyright 1994 Q.Q.P. All rights reserved.
IBM is a trademark of International Business Machines.

CHILD SUPPORT

Space Adventure II and Aviation Adventure

Know edge Adventure .s now shipping two new tit.es in their Adventure series; Space Adventure II and Aviation Adventure. Both of these t tles are someth ng that even many adults will find interesting

Space Adventure II has one of the more interesting interfaces I've seen in a while At first it was hard to navigate around inside the program, but it got easier

There are several areas to explore and these can be accessed off a "rotor" you'll find in the middle of the screen. I found .t somewhat awkward to use the rotor because you

Explore the galaxy by clicking on hot spots.

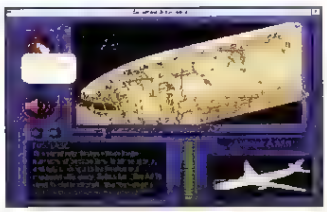
do so with the mouse. To turn the rotor to the left you mouse left You can use the arrow buttons which were a life saver for me

On the rotor you'll find 11 areas; 8 exploration areas and 3 program buttons (help, credits and exit). I began my journey into Space Adventure II by clicking on the rotor face which said "HyperGallery." This takes you into a multi-layered picture gallery. You can view all the pictures in a room and then when you want to see more on a partic-

The physics of why a plane flies is graphically detailed.

ar subject you walk right through the picture into another gallery. It is almost like a maze, but you can exit at any time by walking through the Space Adventure II logo or by pressing escape

The Space Theatre is a fun area You enter into a movie theatre and have the opportunity to watch a number of different video clips These clips include flyby animations



The plane cutaways can be zoomed and moved around.

and actual footage. A similar area is the one with simulations. You can see moon phases, cause of seasons, continental drift and spectral images

My favorite area is the SkyGlobe In this area you can see the night sky from any point on the face of the earth. If you can find you own hometown's global coordinates you can see your own night sky on any given date and time. It takes a little getting used to, but SkyGlobe is definitely a powerful tool.

Also included on the disk is the Adventurers. This is a video and pictures letters column for kids. Kids from all over the world are represented here and will be a real treat for the kids

Aviation Adventure is Knowledge Adventure's entry into the very hot topic genre of airplanes. In this title you'll find commercial and military aircraft, their specs, histories and pictures

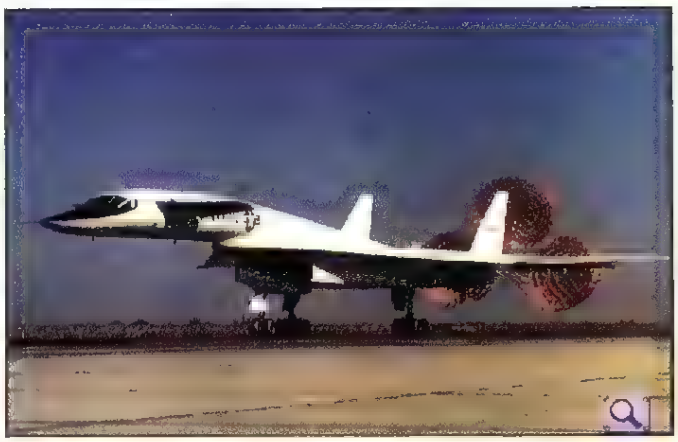
You'll begin using the program from a control tower room. It .s pretty self-explanatory. As you move the cursor across the screen balloons will pop up telling you what that hot spot will do if you click on it.

The Reference Library has several layers of exploration. Pictures of aircraft are presented along with tons of detailed information. If you want more information on the information already on the screen, look for a hot spot and click on it. You can navigate this area in "zoom" mode which allows you to view text and pictures on full screen.

The Interactive Globe will allow you to explore aircraft from all over the world. If you zoom in on the United States you will be able to click on hot spots which will tell you about certain military bases or why that area holds some significance in aviation history.

Aviation Adventure is a fun and entertaining title with eye-popping graphics and an easy-to-use interface. It is much easier to use than Space Adventure II Also included in Aviation Adventure is a simple and easy to use flight sim game. For young boys and girls this is a good introduction to the world of flight sims.

-Steven Greenlee



Aviation Adventure has high resolution pictures of most all of the aircraft ever built including helicopters and vertical takeoff craft.

Requirements

386SX/25+, Windows 3.1, SVGA, 4MB RAM, 2xCD-ROM

Designed By

Distributed By

Age

READYSOFT INCORPORATED & EPICENTER INTERACTIVE PRESENT

DON BLUTH'S

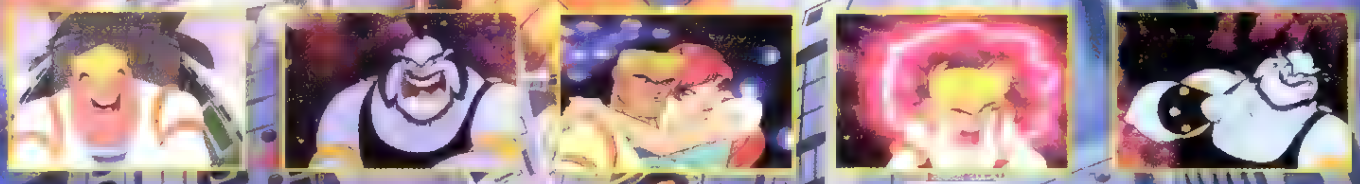
SPACE ACE

The evil Commander Borf has kidnapped Ace's girlfriend, the beautiful Kimberly, and is plotting to enslave the Earth by means of his dreaded "Infanto Ray", a weapon that changes everyone it blasts into a helpless baby.

Armed only with a laser gun, Ace must seek out and destroy the Infanto Ray, rescue Kimberly and save the Earth. All in a day's work for a superhero, right?

Featuring full screen animation and crisp, powerful sound from the original laser disc arcade classic, Space Ace plunges you into intense, non-stop action.

The fate of Earth is in your hands.



PC CD-ROM

MAC CD-ROM

REALmagic INTERACTIVE MPEG

3DO

SEGA

READYSOFT

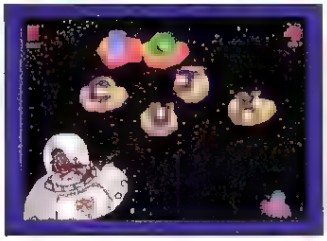
CHILD SUPPORT

GUS GOES TO CYBERTOWN

Join Gus and see the town—Cybertown that is. This is the latest title from Blasterware, the new software arm of Creative Labs. It is a quality title your children will love.

The very simple and easy to use interface will allow your child to explore all of the stores found on Cybertown's main street which in turn familiarizes young children with their own neighborhood shops.

The four stores to explore are Grocery, Toys, Laundry and Pet. Each area has a skill building area



Have Gus shoot the letter to finish spelling the word.

and fun animations. In the Toy store if the space ship is clicked on the skill area becomes a letters recognition arcade game.

Your child will find the sharp graphics a treat to watch while Gus and his friends dispense information young kids can use (like how to match clothes to weather conditions). *-Steven Greenlee*

Requirements
386DX/25+, Windows 3.1, VGA, 8MB RAM, 2xCD-ROM

KIDS ON SITE

Does your child like to pretend they are operating construction equipment? Kids On Site from Digital Pictures maybe the next best thing to actually being behind the wheel.

Digital Pictures has gone out and videotaped real heavy construction equipment in various situations. Then in the program your child will get to steer the bulldozer (or whatever). Do good by dozing the junkpile or do bad by crushing a co-worker's car. It's all up to the game player.

Some of the things you do with the equipment is fun!

The video is pretty good and the character acting is decent and creative. Kids On Site is one of the more different kids titles on the shelf and fun to play.

-Steven Greenlee

Requirements
486SX/25+, VGA, 4MB RAM, 2xCD-ROM
Available For
Distributed By

The series tour guide is Mick and in this title reading and spelling skills are taught and enhanced.

The Yukadoos are these bug-like characters who are a tad yucky. They like to sit around in mud puddles and play patty-cake. Your child will be encouraged to read along with a story which has animated hotspots or they can access the spelling bee.

In the Spelling Bee one of the Yukadoos will announce a word and your child will have to click on the letters to spell it. If the word is too difficult the program simply skips the word and moves on to another one. All the words used in the spelling bee are taken from the story so there is a reinforcing aspect between the story and spelling bee.

The interface is simple enough for even three year olds to master. Clicking on the bee starts up the Spelling Bee, click on the lips to have the story read aloud and click on Mick to play on a story page after it has been read.

There are many hot spot animations in The Yukadoos as well as sharp graphics and digitized sound. This title should provide a forum for a fun way to build reading and word skills. *-Steven Greenlee*

Here the Yukadoos will announce a word and your child will have to spell it correctly. Another area is a read-along storybook.

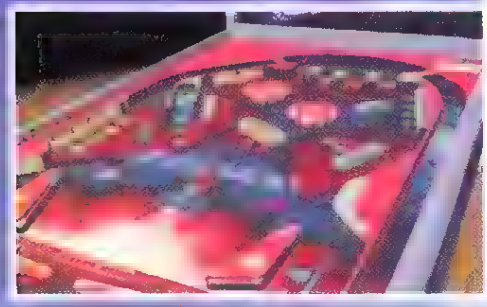
KIDSTORY: THE YUKADOOS

Meet the Yukadoos. They are the latest creation of Packard Bell's new software subsidiary Active Imagination. These comical creatures are featured in the interactive storybook your child will explore

Requirements
386SX, Win 3.1, VGA, 4MB RAM, LCIII, System 7.0+
MPC Mac
Designed By
Active Imagination
Street Price
Age

PINBALL ARCADE CD-ROM

PC MULTIMEDIA ENTERTAINMENT



ENTER THE PINBALL ARCADE

You already know how to play pinball!

Just how good are you? Step up to the arcade, make your selection from any one of the eight great tables, set up your game, pull down that plunger and get some glass. This is the award winning technology that made 21st Century first in computer pinball.

INCLUDES 8 GREAT TABLES WITH...

- *Terrific table designs with all the features of a real table - flippers, ramps, passages, tunnels, mushroom bumpers, ball traps, drop targets, roll overs, lights, switches, bonuses and jackpots.*
- *Totally realistic ball movement*
- *Stunning ray traced animations*
- *A full hour of music and sound effects*
- *256 color graphics*
- *High scores saved to hard disk*
- *Bonus: Illustrated history of Pinball*

21ST CENTURY

21st CENTURY ENTERTAINMENT INC.

P.O. Box [illegible] • [illegible]

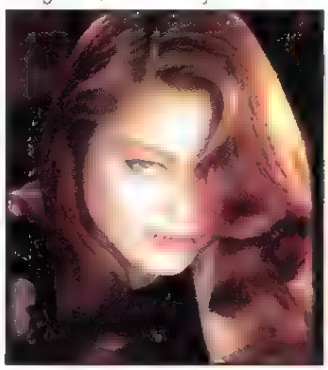
TEL: [illegible]

FEATURE

Screen Savers: Are They Utilities or Are They Entertainment? Part Two.

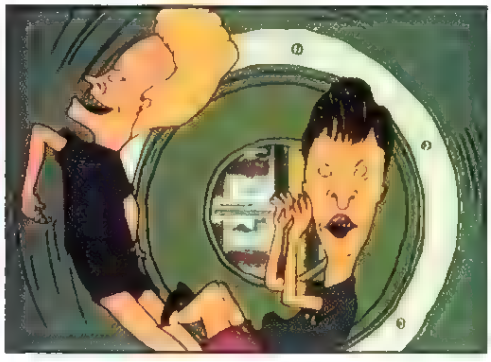
In the old days of computers some three or four years ago, it took a special kind of monitor (as opposed to television monitors) to visually display the information of a program. Because of the phosphorous nature of computer monitors if one screen was left on for many hours without the screen being refreshed, that image would be "burned" into the monitor screen. Unless you're using a very old monitor, that is not the case any longer

"What have become known as screens savers," says Rick Fisher, Director of Product Development for ImageSoft, "are really more of a



background entertainment Something interesting on the screen rather than just a blank screen."

As presented in Part One of this feature, there are many interesting screen savers being released these days. ImageSoft, a subsidiary of Sony Electronic Publishing, has two new screen savers themselves: The Women of Playboy and Beavis and



Butt-head.

Fisher says that developing an screen saver engine is equally as difficult as designing a computer game engine. This is because any screen saver engine has to be able to work under a variety of conditions. Those conditions or "assets" include available memory, hard drive space and hardware considerations such as video and sound cards. Other than that, Fisher says it's fairly simple to present the "application."

Do you know how a screen saver works? the screen saver program watches the CPU to see if it has been used within a user specified time, a limit that can be usually set from one minute to as much as an hour. "If [the CPU has not been used], it initiates a program which, in our case, runs video or still frames for some period and provides transitions from those videos to still frames or other still frames.' This pattern of transitions was designed for the earlier monitors to keep changing the screen thus preventing burn in. It has now become a framework to create a new form of entertainment.

Screen savers have always played a role which rose above its intentions. People will discuss computer games and applications, but people will brag about their screen savers. Fisher goes one notion further in that screen savers exemplify the power and "techi-ness" of our individual computer systems.

"In the early days people would show off the abilities of their computers by their screen savers. It would take the computers with nicer graphics you know, back in those days it was 16 colors eventually to

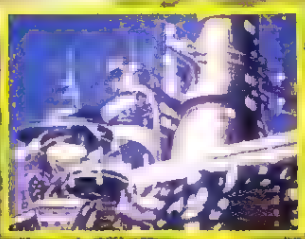
256 colors. And when people had color capability, they wanted to show it off. The spread sheets or the word processors really didn't do much to show off the color capability," comments Fisher.

Just because color is now a standard doesn't mean we still don't show off with our systems. There is a need now for the entnusiast to crow about higher graphics capabilities and killer soundcards, the inherent worth of CD-ROM and multimedia. But we still are proud of our screen savers

EXTRACTORS

Planet Zarg Is About To Experience Gravity.

A millennium ago the peaceful Flinarj were nearly wiped out by the Quarrian Empire. Fortunately, from within their capital city and last stronghold the Flinarj developed a massive machine which ripped up twenty-five huge chunks of land from the Planet Zarg and raised them into the skies above. The Flinarj have long lived safely on their islands in the sky. Now, however, there is a threat. The Zargon Mineral Trading Authority (ZMTA) is intent on capturing the Flinarj machine to dig deeper into the Zargon crust to mine for precious jewels. After several years of development the ZMTA Flying Machine is ready. But so are the Flinarj.



22904 Lockness Ave Torrance, CA 90501

PSX7-20M

© 1995 Millennium Interactive Limited

"When the computer is dormant or not being used, people like to show that their computer has got that capability—to do multimedia, to show video," says Fisher.

ImageSoft's two screen saver titles are the first I've seen which are video intensive. Fisher explains the producers wanted to create a screen saver engine which uses video instead of just using still pictures as the main feature. The only other screen saver I have seen recently to use video is by Sound Source Interactive in their release of last year, The Twilight Zone.

ImageSoft's two titles are very much different than any other screen saver engine in that both are totally user-defined. "It's a little like making a movie," says Fisher, "where the user has to select the video segment they would like to see, then a still or a graphic they would like to see." In other words, you make your own screen saver script deciding on what and in what order you want to have appear on your screen and what sound you want to use with the individual visual elements to be accompanied by. This is a very exciting feature with a lot of potential, ImageSoft's screen savers allow the use of not only their own video and still clips, but allow you to import and use your own as well.

The process of using both the Playboy and Beavis and Butt-head screen savers is actually very simple. Whenever you call up the configuration menu you will see a screen with four labeled tabs looking like index cards. The first screen is the configuration for the screen saver. It has two configuration areas; General and Preview. Under the General area you can tell the program what script to run. You have a choice to run a single video, a single still, a Windows screen saver or a script. The program comes with several pre-scripted modules. Choose one and then under Preview click on the radio button to see what your selection will look like when it's engaged.

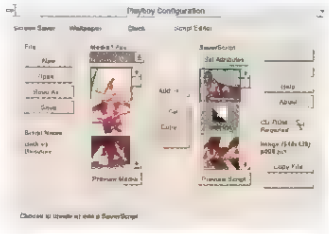
The next index tab is labeled Wallpaper. You can can configure your wallpaper in the same way you configure your screen saver with obvious differences. The main feature of the Wallpaper area is that you can script it as well. It will change your wallpaper as you script it after the screen saver has been running for at least five minutes. Video can not be played in the background so you will have to be content with still images

Like with the screen saver and wallpaper, you can customize your own clock. You can have a clock run with a small thumbnail picture, which will float. The last area is the most exciting, though. This is the Script Editor, which can be directly accessed by clicking on the "customize" button under Screen Saver or by clicking on the tab. This is where you can create your own screen savers and wallpaper scripts.

To create a screen saver, click on new. It will ask you what files you want to use in your creation. Those files have to be in one of the subdirectories of the main program directory. Sounds will go into the Sounds sub-directory and pictures will go under images, while clips are stored in Video. The program will then ask you to add or delete to the script which is built using thumbnails (small, representative pictures). Click on a still image and "add" it to the script. Click on a special effect, click on a video and continue until you are satisfied

The key to all this scripting is that you can use the video, pictures and sound which come with both the Playboy and Beavis and Butt-head

screen savers or you use your own. This means if you have a video capture board you can use your own video. However only QuickTime *.MOV files are recognized. Hopefully, you will soon be able to use *.FLI and *.AVI among others



Among still images there are a variety of formats which the program will recognize. These include: PCX, BMP, DIB, TIF, TGA, GIF and PCT. The only sound files you can use are *.WAV. The Playboy title has some 400 photographs and illustrations culled from 40 years of the magazine's history. These photos are broken down into several categories including: Covers, Centerfolds, Playmates, Bunny's and more. The photos range from demure to provocative, but there is not any full frontal nudity (not that I saw anyway)

Thank goodness there is no nudity in Beavis and Butt-head, but there are some 80 video clips and as many *.WAV files. Among the clips you'll find are "Air Guitar," "Burger Tag," "Classroom," "Couch Fishing," "Nachos" and the infamous "Spin Cycle."

The other specifications on these two titles are: 386DX or better, 256 color VGA, 4 MB RAM, Windows 3.1 and a double-speed CD-ROM drive. Then there's the hard drive space. The program wants 2 MB for program and another 3 MB for Windows files. If you start copying over script files which include the graphics you could devote a huge chunk of your hard drive for program files. Video files are hard drive hogs, but even for a script or two you'll need around 10 to 12 MB on the hard drive. Beavis and Butt-head has a suggested price of $34.95, less for a floppy version and The Women of Playboy starts at $39.95 for the Adults Only version.

The evolution of screen savers in the next year will continue the tradition of being able to show-off our computer's capabilities. Rick Fisher says he is looking forward to better video technology. "...With the advent of MPEG as that becomes more widely accepted so I'm sure we'll create some MPEG modules so you will have full screen high quality full motion video."

Fisher says that computer owners are buying MPEG boards in healthy numbers and it is at or almost at the point for software publishers like ImageSoft to produce MPEG titles. "Even the two screen savers we've created right now could be fairly easily converted. We'd just have to recompress the video in another format and have higher quality video playback."

The video in the current two titles do have a small screen which we are very much used to seeing. It's about 2" X 4" but the quality remains watchable. Fisher says his company plans to use the same basic engine for several more products, with an upgrade to the engine being developed as new technology comes along. He says they are looking for other licenses to develop as well, but he couldn't say what, if any, the next release would be.

Another area of interest is the development of Macintosh screen savers which are completely different than Windows programs. Fisher explains that Mac screen savers have much different programming requirements and needs.

ImageSoft is definitely programming screen savers that make no bones about their place: they are entertainment. All of the titles we've reviewed in this feature are fun and entertaining. The Monty Python Pythonizer screen savers are actually interactive. You can play with several of the modules while they are on the screen. Along with the improved ability to re-produce sound, screen savers are now a new genre in the entertainment software category. It will be exciting to see what creative minds will be doing with them in next year.

-Steven Greenlee

IT'S NOT THE GAME, IT'S THE COMPETITION.

REAL, LIVE, COMPETITION!

TRY IT FREE!

And we'll give you
5 Free Hours to prove it!

Discover a new world!

Let's face it. You think playing against a computer is fun? It can be, sometimes. But it's missing something: Another living, breathing opponent like YOU! All you need to get your heart rate up is a computer, modem and your ImagiNation!."

TRY IT FREE!

The ImagiNation Network delivers the best competition in the country right to your home. And thousands of other opponents are just waiting for you to show up.

Home entertainment, redefined...

ImagiNation has the classic board and card games we all grew up with, like bridge, chess, and hearts But that's only the beginning. Spend time with a noted actor or writer in one of our regular forums. (It's your chance to ask that burning question the talk show host forgot.) Meet new friends you didn't know you had when you share your interests and hobbies.

Come on in. It's a free [illegible] thousands of competitors [illegible]

Mail this card or fax it to 209-642-0885.

IMAGINATION!

Get 5 FREE hours on The ImagiNation Network!

YES! Sign me up for 5 FREE HOURS on the ImagiNation Network.

NAME _____

ADDRESS _____

CITY _____ ST ____ ZIP _____

PHONE ( ) _____

(if you have a question about your order)

MEDIA *(please check)* ☐ CD-ROM ☐ 3.5" diskettes

YOUR SCREEN NAME _____

(you'll choose a password online)

The ImagiNation Network requires at least a 386 IBM PC compatible computer, a 2400 baud modem, a mouse, a keyboard, and at least 580 kb of available memory. Use of The ImagiNation Network requires a major credit card or checking account. I understand that my first month's membership is free and that it allows me five hours of network access [illegible] If I am not having fun, I can call anytime to cancel my membership. Otherwise I'll just keep [illegible]

IMAGINATION!

Start Exploring Your Own ImagiNation With 5 FREE HOURS!

Here's What You Get...

1. Mail in this card and in less than a week you will receive your software.

2. A brand new membership with 5 free hours of network time to use within the first 30 days to get acquainted with new friends. After you use your free hours, you'll be billed at a rate of $3.50 per hour during the first month. Each month you remain a member, you'll be billed just $9.95 which includes 5 free hours; additional hours are billed $3.50 each.

3. A free subscription to *Imaginings*, the members-only full color newsletter that highlights coming attractions and features profiles of members and on-line celebrities.

The ImagiNation map

Here's All You Need...

1. I have at least a 386sx or better with a hard drive and 4MB RAM. I also have VGA graphics and a Microsoft-compatible mouse.

2. You bet I have at least a 2400 baud modem. You think I want to have all this fun by myself?

3. To use ImagiNation requires a major credit card. I have one!

4. ImagiNation. Of course I have that. Are you crazy?

And if you need help installing The ImagiNation Network software or using it, just give us a call.

1-800-IMAGIN-1
(1-800-462-4461)

NO POSTAGE NECESSARY IF MAILED IN THE UNITED STATES

BUSINESS REPLY MAIL
FIRST-CLASS MAIL PERMIT NO.8 OAKHURST CA

POSTAGE WILL BE PAID BY THE ADDRESSEE

ATTN: MEMBER SERVICES
THE IMAGINATION NETWORK
PO BOX 1550
OAKHURST CA 93644-9850

We pay the postage!

IMAGINATION!

Get Your Family on ImagiNation Today...

PRAY IT'S ONLY A NIGHTMARE

Go ahead and scream. From deep within your nightmare, utter a piteous cry — as though your life depends on someone hearing you. Because, in this reality, it does.

From the master of computer gaming comes an interactive suspense thriller so shockingly real you'll pray it's only a nightmare: Phantasmagoria.

Phantasmagoria is no ordinary game, no tawdry attempt at horror. We wouldn't dare. Blending the talents of best-selling game designer Roberta Williams and a team of the world's finest cinematographers, Phantasmagoria unleashes an incarnate evil you never knew existed inside your PC.

PLEASANT DREAMS.

ROBERTA WILLIAMS

PHANTASMAGORIA

SIERRA ON-LINE PRESENTS

A SIERRA PUBLISHING PRODUCTION WRITTEN BY ROBERTA WILLIAMS DIRECTED BY PETER MARIS PRODUCED BY MARK SEIBERT

MUSIC BY NEAL GRANDSTAFF AND MARK SEIBERT ART DIRECTION BY ANDY HOYOS STARRING VICTORIA MORSELL AND DAVID HOMB

MULTIMEDIA CD COMING SOON

SIERRA

WINTER CES

What About BOB and Other Stories of the Winter Consumer Electronics Show

This year's Consumer Electronics Show in Las Vegas, NV was an interesting one for several reasons. The biggest news was BOB from Microsoft, a piece of software which caused something of a furor at the show, but more on that in a bit.

We enjoyed the gentleman **QQP** brought along dressed as the **Perfect General**, complete with riding crop and steel helmet. Steve Honeywell enjoyed harassing him for the first few days ("Still beating back the bloody Hun, General?) until he got threatened by that riding crop. He eventually found better sport by asking the **Turner Home Entertainment** people if they planned to colorize old black-and-white computer games.

Winter CES was marked by strangely poor weather for Las Vegas, with flooding evident even in some of the show booths. It was also marked by a number of companies who were seemingly marching in place until the next show, the Electronic Entertainment Expo scheduled for May in Los Angeles. Many of the exhibitors were showing products that they had just released, with teasers about new games. In some cases, these teasers consisted of simply a press release and a couple of knowing statements from the producer.

However, there was certainly product to be seen, and the following several pages will fill you in on some of the more exciting projects coming in the months ahead...

Absolute Entertainment, a mainstay of the video gaming world, announced that it would be making a foray into the computer market with **Penn & Teller's Smoke and Mirrors**. Designed with input from the two magicians-cum-stage psychos, Smoke and Mirrors will feature five different games. Our favorite is **Desert Bus**, a real time game in which you drive a bus from Tucson to Las Vegas, an eight-hour drive. You just drive, and you need to concentrate, because if you let your speed vary or veer out of the lane (the bus pulls to the left or right), you get towed back to Tucson. It's truly cruel.

Access Software, hot on the heels of **Under a Killing Moon**, is back on the links with a couple of new products. First, they've taken **Links 386** and placed it on a CD-ROM, complete with two courses (including the awesome **Banff Springs** course). This version will also contain some enhanced fly-bys and sound. These two features should be supported in future courses. Additionally, work continues on **Links Pentium**, formerly **Links 486**, which features tastier graphics and sound as well as a slightly cleaned-up interface.

Another new player in the PC realm is video game software heavyweight **Acclaim Entertainment**. Acclaim, a licensing phenomenon will bring many of its strong movie and television related products over to the PC. Among the products you can plan on are **NBA Jam Tournament Edition**, **NFL Quarterback Club**, **Mortal Kombat II**, **Revolution X**, **Alien Trilogy**, **Stargate**, **Batman Forever** and **WWF Raw**. Additionally, **Judge Dredd**, based on the upcoming **Stallone** movie could port over as well. Except for possibly Jam and Kombat, the real exciting news is **Frank Thomas Big Hurt Baseball**, which features new innovative motion capturing technology.

In addition to showing its recently released sports products, **Accolade** was also giving demos of the soon-to-be-released **Brett Hull Hockey**, which looks great. **Live Action Football** will be followed by **Live Action Baseball**, and Accolade will also be reventuring into the golf arena with **Jack Nicklaus Golf: Golden Bear Edition**. This, however, was not the real news at Accolade. The real news is that work has begun on **Star Control III**. While it will be based on the universe created by Paul Reiche III and Fred Ford, it will not be developed by this pair. Unfortunate, but the fact that **Legend** has been tapped to do the development is comforting.

Well, **Activision** is still talking about **Mechwarrior 2**, but this is

Absolute Entertainment's Penn and Teller

no longer the clean-up hitter **Infocom** buffs will be pleased with **Planetfall: Floyd's Next Thing** as well as a new **Zork** title, **Zork: Nemesis**. The blasts from the past continue with **Pitfall: The Mayan Adventure** and **The Atari 2600 Action Pack**, which features 15 actual classic Activision 2600 titles including **Kaboom** and the original **Pitfall**. Sequels are planned. Also coming is **Shanghai: Great Moments**. Activision's late-year plans are also big, with several 4th quarter titles planned

Alliance Interactive, those people who rebrought you **Harpoon** have several new titles on the way. **Onslaught** will feature real campaign play, where success on one part of the map will allow the player to move to a new battle area on the same map. Also from Alliance is **WarPatrol**, a submarine simulation set in the middle of World War II.

Among the companies with a full plate in the upcoming months is **Avalon Hill**, who's **1830** caused some serious waves in this office Affiliate **Atomic Games** will soon be finished with **Stalingrad** and will turn further attentions on **Beyond Squad Leader**. There have also been hints that the follow-up for **5th Fleet** will be **7th Fleet** Work on **Advanced Civilization** and **Third Reich** also continue apace. **Blackbeard** was notably absent from the show floor, although it is assumed that Avalon Hill has not given up on bringing it to the PC.

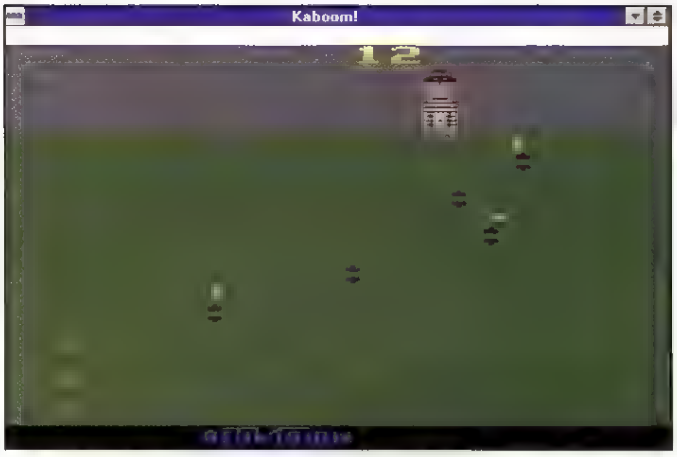
Appropriately enough, Champaign, Illinois-based **BAO** announced the release of their latest scenery packs for **Microsoft Flight Simulator 5.0**, including one for the **Las Vegas** area Also just out from BAO is **Europe 1** which includes scenery from Germany, the Netherlands, Austria and Switzerland

Bethesda Softworks, in addition to pushing for the release of the **Terminator 2029 CD-ROM**, which will include the add-on disk **Operation Scour**, was showing a couple of other new products. Heading the list is the sequel to **Arena**, **The Elder Scrolls Chapter 2: Daggerfall**. Like Arena, Daggerfall will feature an engaging plot, that if the player so desires, can be largely ignored in favor of simply exploring the world of the game. Additionally, Bethesda had some very early demos of **The Terminator: Future Shock**, which looks to combine the best features of the previously mentioned T2029 and **The Terminator: Rampage**.

Big Top Productions showed off a number of interesting licenses at CES, not the least of which was a new line of software called **Big Top's Cartoon Toolbox**, which will kick off with a title featuring **Felix the Cat**. This title and the series will allow kids to create their own Saturday morning cartoons on the computer. Big Top also plans to continue its line of **Hello Kitty** products, and judging from the releases, plans on being as aggressive against the competition as they claim the competition's products are.

Davidson affiliate **Blizzard** had two major announcements at CES. First, anyone who's been enmeshed in **Warcraft** will be pleased to note that Blizzard plans to make an editor available on several on-line systems, or by calling 1-800-953-SNOW. Also, Blizzard has announced that it will be developing the Windows and Macintosh follow-up to the **Changeling Software** title **Pax Imperia**, hopefully ready in time for next Christmas (Gee, doesn't it seem like sacrilege that we're already talking about Christmas '95?)

Broderbund, those fine purveyors of **Carmen Sandiego** products everywhere have announced a new title from the same designers. **Alien Tales** invites the player to track through a number of puzzles to discover more about thirty classic works of juvenile fiction including *Alice in Wonderland, Treasure Island*, and *The Call of the Wild*. Each book has had its authorship claimed by one of a number of aliens, a situation that must be put aright. And on the Carmen Sandiego topic, younger gamers can play gumshoe with **Where in the World is Carmen Sandiego? Junior Detective Edition**.



Activision's Kaboom from the Atari 2600 Action Pack

Capstone has a full plate for the coming year, with several Mac conversions planned, including one for **Harpoon II**. Harpooners can also expect to see some battlesets for HII coming as early as the first of April, with a scenario editor following hot on its heels. And, in June, new subsidiary ThreeSixty will release **Harpoon III Multimedia** with more of what you wanted in Harpoon II. **Zorro** is planned for release in the near future. This action game will feature a **Prince of Persia**-style engine The really big announcements, however, are for the latter part of the year. The line up includes **Crystal Skull**, written by **Rob MacGregor**, who helped write *Indiana Jones and the Last Crusade*. Also in there is **Witchaven**, a first-person RPG. The biggies, though are an unnamed project featuring a collaboration between **Roger Zelazny** and **Dreamforge**, and **Tekwar**, which will be developed with some input from **William Shatner**

More discriminating palettes may find something interesting in **Corbis Publishing**'s **A Passion for Art: Renoir, Cézanne, Matisse and Dr. Barnes**. Both the PC and Mac versions will be, more or less, virtual art galleries where the user can wander by great works of art, all of which can be found in the controversial and long-hidden collection of the previously mentioned Dr. Barnes. Many of these works haven't been viewed by a great number of people in more than 70 years.

Occasionally we see something really cool that makes you wonder why no one did it before. Such is the case with **DeLorme Mapping**'s **Map'n'Go**. What this does is help you plan your road trips. Literally You figure out where you want to go and how you want to travel, and the software will suggest routes (it's database contains over 1 million miles of road) depending on your choices and will offers suggestions for hotels, inns, campgrounds and restaurants, with points of interest identified along the way. After your trip, you can add your own points of interest, hotels and more to the database. It even prints a map for you. Too cool!

Discis had what could be one of the most interesting puzzle games to be developed (as well as the most awaited since **The 7th Guest**) in **Jewels of the Oracle**. The player participates by solving a number of puzzles and puzzles within puzzles. The majority of the puzzles are quite old, with a number qualifying as truly ancient, having roots that go back thousands of years. Some are real teasers, and all of them have great graphics, animation and sound.

Domark will be mixing its release schedule with adventure/RPG games and simulations. **Lords of Midnight**, while delayed, is on track for release in the near future. On the same front is **The Orion Conspiracy**, an adventure set in a dystopian future. On the other side is **Tank Commander**, a network tank simulation and **Absolute Zero**, a military sim/science fiction game.

Educational Insights

WINTER CES

Interactive has the distinction of having a logo that looks like a **Keith Haring** drawing. They also have the distinction of producing the only product that will be packaged with **Microsoft**'s **Bob**. That title is **GeoSafari Multimedia**. An outgrowth of the original GeoSafari, this new title includes 45 different games on a variety of subjects. **Richie Havens** has been cast as the voice of GeoSafari Multimedia.

empire Interactive will soon be launching its version of the American Civil War in the aptly titled **The Civil War**. This titled is being designed by the same people who developed **Fields of Glory** and will contain many of the same features. The game's interface actually looks to live up to the idea of "user-friendly" and it contains one of the most innovative methods of determining difficulty levels seen to date. The best part, of course, is that it will feature a similar graphic style as FoG, and like that game the bodies of the killed and wounded will stay on the battlefield. Let's see more follow-ups with other periods of history!

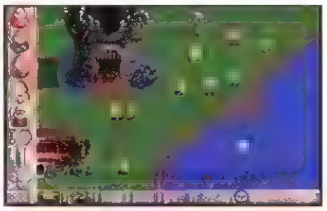
Shareware magnate **Epic Megagames** will be releasing several different titles in the near future. Look for the sequel to **Epic Pinball** very shortly in the guise of **Extreme Pinball**, scheduled to release any day. Also on the near future slate is **Highway Hunter**, a shooter developed by a software team in Russia. Another shooter, **Tyrian**, according to the advance hype, could be the shooter to have on the PC. You can also expect to see Epic hit the CD market, with CD versions of **One Must Fall** and **Jazz Jackrabbit**.

FormGen and affiliate **Apogee** were showing several new titles, among them **Duke Nuke'em 3D**. This game will feature a Doom-like engine, but will also have a playback feature that will allow you to watch a replay from a third-person perspective. Also showing was **Rise of the Triad**, which looks to be one of the more innovative Doom-esque games of the near future. Additionally, FormGen and Apogee had a new shooter which features some great power-ups, nice graphic details and an excellent soundtrack.

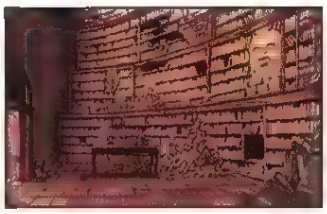
The list of pending titles from **Gametek** stands as one of the more eclectic groups from the show. Witness the side-by-side standings of **Super Street Fighter II Turbo**, now complete with the four new characters, new moves and the secret boss and **Fairway to Heaven**, a golf game for the person who wishes that every course could be the best. This game takes 18 classic holes from all over the world and lays them out on one challenging course. The **Elite** series continues with **Frontier: First Encounters**, that now features all-out war with the deadly Thargoids. Finally, sure to please everyone's bloodlust is **Baldies**, wherein the player, a la **Populous**, must lead his tribe to victory by crushing the opposing force with a number of diabolical traps (it's fun to watch the little guys heads pop off!)

How's this for innovation? **GemMedia**, looking for a new way to teach math, decided that the most interesting way would be to use Greek myth. Enter **3001: A Reading and Math Odyssey**. The premise is interesting—the player travels back in time to recover parts of a machine that keeps his or her planet in ecological balance. To find pieces and eventually the traitor responsible for the problems, the player must interact with characters from Greek myth and solve a range of randomly generated math problems.

id Software distributor **GT Interactive** had a number of hot titles, not the least of which was a **Doom II Screen Saver**, and the announcement that id will be developing a number of official add-on levels for **Doom II**. Also showing was **Heretic**, using the Doom engine in a fantasy setting. However, we were most excited about **SuperKarts**, a racing game featuring very fast action,



GameTek's Baldies



I-Motion's Prisoner of Ice

great music, better control and a number of tracks. The word is also out that GT will be fronting a computer version of **White Wolf**'s **Vampire: The Masquerade** pen-and-paper RPG. The most important part of GT's booth was something notable by its absence: **Quake**, the working title of the next game from id. Nothing is showing yet, but we've been told there will be information forthcoming in the next several months.

In the "It had to happen sooner or later Department" comes **Harper Collins Interactive** with **Cyber Tarot**. Complete with two decks (a standard one and a "cyber" deck with images like Howard Hughes as "The Hermit") and such features as "virtual shuffling," the fortune-telling crowd will find an easy and efficient way to delve into the future. In an amazing display of self-conflict, HCI will also be producing both PC and Macintosh versions of the Bible. Please note, Mac-users. This **Mac Bible** is not the same as excellent **Macintosh Bible** published by **Peachpit Press**. One could easily get the two confused, but this is the actual Bible, whereas Peachpit's is simply a bible of information.

I•Motion's plans are extensive, with five titles coming in the near future. Heading the list is **Alone in the Dark 3**, which will have a western flavor with a similar control scheme and graphic style as the first two games. Along the same horrific lines is **Prisoner of Ice**, a **Call of Cthulhu** adventure that involves the Nazis trying to smuggle in a hideous creature capable of mass destruction from the south pole. The explorer-types will want to look into **Marco Polo**, which combines exploration, adventure and trading. Rounding out the field are **Chaos Control**, a futuristic action title and **A-IV Network$**, a global business simulation created by **A-Train** devel-

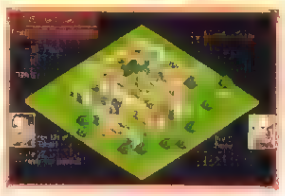
The Gang's All Here!

Patton, Rommel, Montgomery and Zhucov! It was hardened master-minds like these that devised the strategies and led the forces in the fight for Europe during WWII. Now it's your turn to play general, giving orders to your best commanders in KOEI's exciting new video game **Operation Europe**.

Take charge of the Allies as they prepare to liberate Europe or lead the ruthless Axis in its push for global domination. Victory can be yours in the War in Africa, the famous tank battles at Kursk, Battle of the Bulge, Battle for Normandy and the Fight for Berlin.

Along the way, assassinate enemy commanders using Special Forces, have engineers destroy bridges and lay mines, sabotage supply lines and drop paratroop units into occupied cities.

Operation Europe from KOEI! With this gang, the world will never be the same again!



ENGAGE YOUR ENEMY INSIDE CITY LIMITS!

AS COMMANDER, POSITION YOUR REGIMENTS FOR VICTORY!

REPLENISH YOUR TROOPS TO BOLSTER FIGHTING POTENTIAL!

- Relive historical WWII battles in six separate scenarios
- Select your commanding officers from a list of historical figures that include Patton, Rommel and Montgomery
- Sabotage supply lines to enemy cities by bombing bridges
- Eliminate enemy commanders using Special Forces units
- One or two player excitement

AVAILABLE FOR PC, SNES & SEGA

KOEI Games are available for all systems in retail outlets nationwide! If you can't find the KOEI product you are looking for, call us at 415-348-0500 (9am to 5pm PST).

Online Support offered on CompuServe GO VIDPUB Sect. 4

KOEI

KOEI Corporation, 1350 Bayshore Hwy., Suite 540, Burlingame, CA 94010

Operation Europe is a trademark of KOEI Corporation. Nintendo, Nintendo Entertainment System, Sega, Sega Genesis and the official seals are trademarks of Nintendo of America and Sega of America.

SUPER NINTENDO ENTERTAINMENT SYSTEM

SEGA GENESIS

KIDS TO ADULTS AGES 6+

WINTER CES

opers **Artdink**

In addition to **Front Lines**, **Impressions** had three titles of interest at Winter CES. **High Seas Trader** allows players the chance to sail the, well, high seas in search of gold, treasure and adventure as they seek to earn a fortune by wise trading. In the "better late than never" category falls **Breach 3**, a military simulation of squad-based tactics that interlocks with Impressions' and Omnitrends' **Rules of Engagement 2**. Finally, **PowerHouse** places the player in a world where he or she tries to control the dwindling energy resources of a futuristic world

As announced last month, **William "Wild Bill" Stealey** ate of **MicroProse** is back, this time with a company called **Interactive Magic**. The first title in the Stealey era of IM will be a helicopter sim **Apache-Gunship**. The initial engine looks great, and will be accessible for the complete novice or the expert alike. Hard-core sim fans can get into the guts of the AH-64D Apache Longbow, while those who simply want to kick some bogey tail can hit air instantly. Look for this one to hit in the very near future, and plan on getting caught up for awhile when you play.

Interplay had a couple of truly exciting products on d splay besides **Descent** Featured at the show were **Frankenstein: Through the Eyes of the Monster**, starring Tim Curry as the doctor. Golfers will want to get a look at **The Skins Game**, which features the **Bighorn** course that the real Skins Game is played on. The really cool title at the Interplay booth, though, was **Virtual Pool**. Developed for Interplay by **Celeris**, Virtual Pool is noth ng more than pool, but it's highly accurate About the only things you can't do are leave beer rings on the table, tear the felt and hit balls off the table, and who knows? Those things just might be added. It has to be seen to be believed.

IVI Publishing debuted **Louis Cat Orze—The Mystery of the Queen's Necklace**. The action takes place at the Palace of Versailles in the 17th century. Graphics consist of

Interplay's Virtual Pool

beautiful watercolor paintings and period music. The player's task is to discover what happened (obviously) to the Queen's necklace by investigating the palace and talking with the many people encountered. This one should be engaging for both adults and kids alike.

Knowledge Adventure will be launch ng a spate of new titles soon, and some of them won't have the word "Adventure" tagged onto their names. Both **Space Adventure II** and **Aviation Adventure** continue the Adventure ser es, and the subject matter of the two products should be fairly obvious. However, Knowledge Adventure is also starting a new line of products of reference materials, starting with the **Random House Kid's Encyclopedia**. Additionally, the company will initiate its line of curriculum-based edutainment software with **JumpStart Kindergarten**.

Koei has a trio of games releasing in March, April and May, one per month. **Celtic Tales: Balor of the Evil Eye** will offer a fascinating blend of role-playing action with building as the player looks to unite the Tuatha de Dannan of Eire against the otherworldly Fomorians, ed by Balor. Information at the moment is a bit sketchy on **New Horizons**, but all indications show t to be a follow-up product to Koei's **Uncharted Waters**. Koei will then re-enter the RPG realm with **Brandish** in which the player has been wrongfully accused of murder and is pursued throughout the game by a relentless bounty hunter.

Of course, the big news at **Legend Entertainment** is that the Virginia-based developer will be holding the reins when it comes to Star Control III. However, this hasn't stopped Legend from continuing to work on **Mission Critical**, which Legend head honcho **Bob Bates** assures us is not another floating-wreck-in-space game despite what it might look like. You can expect to see the **Del Ray**-related games coming fast and furious from Legend in the near future, as well as another possible license that could have major impact.

The most notable absence from Winter CES was **The Dig** at the **LucasArts** booth. In fact, not only was the LucasArts booth notably void of anything relating to this game, the materials handed out by LucasArts contained only a list of reasons why the product had been delayed again. The best reason on the list was "Damn Pentium Bug." On display was **Dark Forces**, which should be out in the near future. Also playable in some form was **Full Throttle**, which looks like a ton of fun and features the first work (voice over, in this case) done by **Mark Hamill** for LucasArts since those three mov es he did a long time ago...Finally, **Indiana Jones and His Desktop Adventures** could be the most innovative product to hit CES, and if it lives up to its billing, might be the sleeper product of 1995.

Magnet Interactive Studios had a couple of new products on display both at its booth and at the "Top Secret Party" held at Grand Slam Canyon at the Circus Circus. The one that garnered the most attention was **Hellraiser:**

MISSION CONTROL

The Largest & Best Selection of Adult CD's & Games
- International Sales Specialists
- Privacy and Discretion Assured
- 32 Page Color Catalogue

PIXIS INTERACTIVE

TFU! INTERFACE **TOUCH THE FUTURE!**

V2: SPACE SIRENS

You venture into the domain of the alluring and beautiful Space Sirens only to realize that you've been entrapped in VR chamber to fulfill their every desire.

State of the Art CD $54

VIRTUAL VIXENS PART 1
CD $44

MAX THE NAUGHTY DOG $59

Ever dream of being invisible? Take full control of a ultra sophisticated remotely mechanical dog equipped with a video transmitter and advanced surveillance system. Get away with the unimaginable through the eyes of a cute and cuddly cybernetic creation.

SCISSORS N STONES

Journey into a realm where beautiful women are available to challenge you in a game of chance. **$29**

NEURODANCER $39

PIXIS CLASSICS!

PIXIS SAMPLER $14
BUTTMAN'S EURO VACATION $24
HOUSE OF SLEEPING BEAUTIES $24
PASSION FILES $29
SEX & MONEY $29

NEW MACHINE PUBLISHING

The 6 Pack

Positively the best way to get started with Adult CD Roms. Set includes: Digital Dancing, Legends IV, Biker Babes, Legends of Porn II, Insatiable & CD Sampler!

WOW! A DEAL! $49.

2 Disc Set! Only $49.

More Killer Titles!

The Dream Machine	$49
Dirty Debutantes	$39
Nightwatch Pt. 1	$34
NightWatch II	$49
Girls On Girls	$39
Adventures of Seymore	$39
Private Video Mag	$34
Model Wife	$24
Hidden Obsessions	$24
Traci I Love You	$24

You must be over 21 to order!

INTERACTIVE

101 Sex Position 2	39	Sorority House (R)	37
Adult Movie Almnc	49	Spy Club	39
		Treasures of Spice	14
		Virgins	49
Girlfriend Teri	59	Virtual Director	49
Sexual Therapy	49		
Lingerie Interact.	19		
Mind Teaser	29	Wanderlust (R)	39
PeepShow Interact	49	Winner Take All	39

MOVIES

Amorous Asians	39	Hot Slots	39
Bike Bang	49	House of Dreams	34
Blonde Justice	29	Lady in Spain	34
Candy Snacker	29	Legends of Porn I	24
College Girls	39	Mind Shadows	29
Curse Catwomen	29	New Hookers II	29
Cyber Peep	14	Night Trips 2	34
Frat Girls of DD	39	Night Trips	29
Fury	29	Rise of Empress	39
Girls Doing Girls	39	Urotsujidoji	49
Ginger Lynn	39	WPINK TV	34

PICTURES

Amorous Asians	39	Erotic Enc. Vol. 2	49
All Night Long	39	Girlfriends 1	29
Amateur Models	29	Girls of Vivid 1 or2	24
Amateur Models 2	29	Heidi's Girls 2	19
American Girls 2	39	High Volume Nudes	39
Asian Ladies 1or 2	39	Select A Pet	29
Asian Palate	29	Tabloid Beauties	34
Boyfriend 1	49	Underground Adult	
Busty Babes 2	29	Reference Library	39
Busty Babes 3	39	Venus Models	39
Erotic Encounters	49	Women on Wheels	29

AS JAPAN DIRECT!

SuperStars of Japanese Porn	$49
Samurai Pervert	$59
Tokyo Nightlife	$49

ORIVAL PLAYGROUND

Vampire's Kiss	$49
Virgins II	$49
Maddam's Family	$44
The Barlow Affairs	$29
Elite American Girls	$24
Inferno	$29

The 1st interactive Adult Magazine on CD. Featuring the interactive toychest, fabulous phone, hundreds of steamy photos, dozens of hot videos, Spring break sessions with naughty coeds and the Come With Me Button.

Phone (201) 783-3600 • Fax (201) 783-3686 • FAXBACK (201) 783-3374

800-999-7995

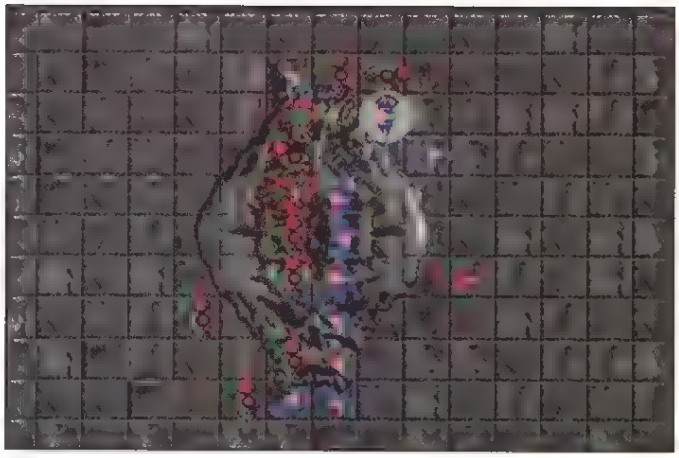
Send Orders To: Mission Control • 7 Oak Place • CGR0395 • Montclair, NJ 07042. MC, Visa, Discover, Checks & Money Orders. Checks held 14 days. Please Include Phone # /Shipping $7 OVERNIGHT (most areas)
International Shipping $25. Add $5 for Ultra Discreet Packaging! E-Mail 70007.1324@Compuserve.com

Virtual Hell. At the moment, the release date on the game is not until the first quarter of 1996, but it is possible that the game could slip forward (!) to the latter part of 1995. Much of the game was filmed on the set of the upcoming Hellraiser IV movie. Hopes are high for this one, in no small part because it is being developed largely by **Vijay Lakshman**, who was responsible for much that was good and right with Bethesda Softworks' Elder Scrolls: Arena.

The majority of the announcements from **Maxis** were related to that companies myriad affiliate labels like GemMedia, Corbis and Educational Insights. **Miller and Associates** has made the announcement that it will be producing a new version of **Baseball for Windows** with play-by-play provided by Hall of Fame broadcaster **Ernie Harwel**. Maxis itself is currently releasing **SimTown**, which is something like another, famous Maxis product this time geared for a younger audience. The follow-up to **SimTower** will be **SimIsle**, formerly **SimRainforest**, in which the player takes control of a series of tropical islands.

Not content with releasing two Doom-style games, **Merit Studios** is planning on shipping a third, **Nerves of Steel**. **Harvester** is still on the "coming" list, and the scenes have now reached a point where the player is sure to be shocked, grossed out or frightened at least once every few minutes or so. In the sports realm comes **Alex Dampier World Hockey 95**, which, a first in a long time, will feature fighting. Playing on the current boom in **mechwarrior**-style games is **G-Nome**, which features and interactive movie engine on top of an arcade simulation. Finally, Merit affiliate **D.C. True** is finishing up work on **CyberJudas** which could be the most exciting simulation of the last several years.

The kind folks at **MicroLeague** were all too happy to talk about the new version of **MicroLeague Baseball 95** which will carry a **Sports Illustrated** license. Look for the same sort of stat work as in the previous versions, this time with all new graphics and sounds.



MicroLeague's BloodBowl

They were also glad to talk about the **General Admission** line of titles of games packaged to be more affordable for the average gamer. We weren't fooled. We knew the real story was the pending release of **Bloodbowl**, based on the **Games Workshop** boardgame. It's the ultimate fantasy football, complete with orcs, dwarves and undead guys. When it gets ready to ship, camp out at your local retailer and wait for it. It'll be worth it.

Like MicroLeague, **MicroProse** had a number of titles that at first glance would be riveting. We were, for instance, really happy to see all of the work that had been done on **X-Com: Terror from the Deep**. It picks up where the original game left off, this time sending the agents to further get rid of the alien scum that has established bases in the oceans of Earth. However, most of the time and energy spent at MicroProse was because of **Magic: The Gathering**. If you haven't heard of the card game, you've been living in a very small closet for the last year. The game looks well on its way to completion, and appears to very accurately simulate the card game. Lots of card expansion packs are planned. Also coming is **Pizza Tycoon** and a reworking of **Merchant Prince** called **Machiavelli the Prince**.

MicroProse's Magic: The Gathering

Across the Rhine is still coming, too.

The furor of the show was undoubtedly **BOB** from **Microsoft**. The idea behind the software is simple—animated characters, each with his or her own personality, help you rearrange your Windows desktop to make it more personal for you. In effect, the character acts as a guide, mentor and personal servant all wrapped up into one. While experienced computer users will find Bob painfully redundant and perhaps insulting, the hope is that people unfamiliar with or frightened of computers will have their transition into the world of comptuers eased by using this program. We'll see. We don't need to guess about the popularity of **Microsoft Flight Simulator 5.1**, however, which should knock the socks off realistic sim fans everywhere.

Nearing completion are two new projects from **MicroSports**. The first, **All-American College Football**, is an accurate simulation of NCAA gridiron action. The product is licensed by over 80 universities (including Notre Dame), and the official uniforms and colors of those schools will appear in the final product. Play the real conferences, or do like the NCAA schools have been doing of late and make up your own conferences on the fly! The second product is simply a professional version of the first. **Pro League Football** (the 75th anniversary "commemorative edition") will contain the options and statistics of the college game, just with pro teams and players. This products is licensed by the **NFL**

Silverload

Welcome To Silverload, A Devil Of A Town.

Folks don't come to Silverload much anymore. A'int been no silver here in years. And when they do come, they don't stay any longer than they have to. Missing persons? No, mister, a'int never been no missing persons. Of course, folks here don't pay much attention to strangers. Have a look around? Can't say anybody will stop you from looking around, mister. Except the last man who came here looking for kin is buried over there on that hill.

VIC TOKAI INC.

©1995 Millennium Interactive Limited

PC CD-ROM

and the **NFL Player's Association**.

In addition to showing **Diggers**, **Millennium Media Group** was previewing **Word War 5**, a product made in conjunction with **Merriam-Webster**. It consists of five different word games and will contain a combination of mental and arcade challenges. The object in each game is to build or unscramble five-letter words generated from the Merriam-Webster dictionary. There are also five levels of difficulty and the game can be played in five different languages. Now try to say this paragraph five times, fast.

New World Computing had good news and bad news. The bad news is that it looks like the **Might and Magic** series will not have a new game to follow the excellent **Worlds of Xeen** title for some time. However, the good news is that New World had a number of exciting games in the demo stage. First is **Heroes of Might and Magic**, which looks quite a bit like a revamped version of the classic **King's Bounty**. Second is **Multimedia Celebrity Poker**, featuring the talents of **Johathan Frakes**, **Morgan Fairchild** and **Joe Piscopo**. Third comes **MechLords**, created by **SimTex** and further embellishing the list of Mechwarrior-style products. Finally comes **Wetlands**, an action title in the **Rebel Assault** vein, featuring some killer graphic novel-style artwork.

Nova Spring has a rather extensive list of planned titles. **Extractors**, a sequel to **Diggers**, consists of an interesting conflict between a race of creatures who live on floating islands and a mining company that wants what is underneath them. **Deadline**, no relation to the old **InfoCom** game, presumably, is an action game with what looks like could be a version of the X-Com combat engine. Other titles include **The Scroll**, which concerns a 2,000 year-old Egyptian scroll, **Silverload**, which takes place in an old ghost town, and **Alien Virus**, a sci-fi action game.

Novell's entertainment series of **WordPerfect Main Street** titles for younger gamers will continue with a new game in the **Wallobee Jack** series. Titled, **The Search for Nessie**, players lead Jack to Scotland to search for the elusive Loch Ness Monster, and protect her from money-grubbing film producers. Radically different but no less interesting is **Hard Evidence: The Marilyn Monroe Files**, which allows the user to investigate the evidence of the superstar's death.

Origin won't be sitting back on the laurels it has earned from **Wing Commander III**. You can expect the company to release **Wings of Glory** any time soon. WoG is a World War I era flight sim with gorgeous graphics and a solid flight engine. Word has also leaked the **Wing Commander IV** is going into pre-production as we speak and could be ready by Christmas, '96

Philips, the company of **CD-I** fame, may be converting some of its titles to the PC, most notably, **Chaos Control**. This is a high-graphic oriented Rebel Assault-style shooter, where you don't control the ship. A former Philips employee also tackled Kevin here, much to his chagrin.

Joining the swelling ranks of the board game to computer game conversion crowd is **Power**. This time, though, **Power Games** is doing something different. Power will be available as a board game, a computer game and as a bundled package of both games. It looks sort of like **Risk** and sort of like **Diplomacy**, and should be available for Windows any day now.

The big game currently in the works at **Psygnosis** is **Discworld**. Based on the series of humorous fantasy novels by **Terry Pratchet**, Discworld features the voice over talents of **Eric Idle** (Monty Python), **John Pertwee** (Dr. Who) and **Tony Robinson** (Black Adder). The game will be true to Pratchett's world, which is filled with horrible puns and incredible humor. This should be available by the time you read this.

Spectrum HoloByte's ClockWerx

Anyone who has ever read a comic book (and I'm guessing that would be most of us) has probably thought it would be fun to give creating one a try. Thanks to **Putnam New Media**, you can. With **Comic Creator**, you choose from a number of original characters, put them into dire situations, write the dialog and print it in color.

As mentioned earlier, **QQP** had a gentleman dressed up like the Perfect General to promote **The Perfect General II**. The game is nearing completion, at which point QQP can turn its attentions to other projects like **The Pure Wargame** and **The Lost Admiral II**. PGII is more than a simple revamping of the earlier game, while Pure Wargame looks to have much in common with an earlier QQP title, **The Grandest Fleet**, this time more land-based and less builder-oriented.

If you need a map, the name to look for is **Rand McNally**. That company would like you to think the same thing when your computer is involved, too. The **Rand McNally Tripmaker** will help you create the perfect trip. Suggested routes, travel times, mileage and detailed directions are provided. You can either print your maps out or simply cross-reference the information with the Rand McNally Road Atlas

Rocket Science is still thumping about the PC releases of its Sega CD titles **Loadstar** and **Cadillacs and Dinosaurs**. Intent on shipping these two titles for PC CD-ROM in the first quarter of '95, Rocket Science has added a third game to that list, **Flying Aces**. Loadstar is a trench runner a la the last scene in **Star Wars**, with some FMV sequences starring **Ned Beatty**. C & D is an over-the-shoulder action game featuring some excellent animated clips. Flying Aces is a WWI sim featuring a ton of full-motion video.

Meanwhile, over at **7th Level**, not off the success of **Monty Python: ACWOT**, development is underway to complete **Take Your Best Shot**, based on the work of animator **Bill Plympton**.

FLY!

This is it.
Real planes.
Real manuevers.
Real scenery.
Real flight.

FLIGHT UNLIMITED

A LookingGlass Technologies Production

WINTER CES

Four games will be included and each looks hysterical. Also, look for a street price of around $20. 7th Level also announced it had signed a deal with **Raymond Feist**, creator of the Riftwar series of books upon which **Betrayal at Krondor** was based. Look for a new game in the same vein from 7th Level later this year.

Sales Curve plans four titles for the PC this year, although none are scheduled to ship until the third quarter of the year. Shipping first will be **Kingdom O' Magic**, an RPG that doesn't take itself seriously, and is alleged to have the involvement of a mystery celebrity. Coming in the fourth quarter will be **Lawnmower Man 2: Jobe's War**, based on the upcoming movie of the same name; **Hard Corps**, an action-fighting sim and **Gender Wars**, the ultimate battle of the sexes.

Following the success of **The Journeyman Project Turbo**, **Sanctuary Woods** will soon release the newest product in the series, **Buried in Time**. Many of the more difficult game play aspects of the first have been cleaned up, and the graphics are gorgeous. Also coming soon is **Ripley's Believe it or Not! The Riddle of Master Lu**, which will be based on the real life adventures of Robert Ripley. Sharp animation and an eye for player-oriented options make this a game to watch for.

Sierra and subsidiary **Dynamix** have an upcoming list of titles so extensive that they can't all be listed in the context of this column. Suffice it to say that in the edutainment realm there will be several new titles including a new **Dr. Brain** game and a new version of **Mixed Up Mother Goose**. On the game side, look for a new **Space Quest**, a new sci-fi adventure called **The Last Dynasty** and a flight sim trainer called **Earn Your Wings**. This, of course, doesn't even begin to mention the soon-to-be-released **Phantasmagoria**, the creepy haunting game from **Roberta Williams**.

For the die-hard Trekkers out there, the ones who went out and bought **Simon and Schuster**'s excellent **Star Trek: The Next Generation Interactive Technical Manual** right when it was released, take note. That product will be followed by at least two more: the **Star Trek Omnipedia**, which will feature info from all of the various Star Trek shows and movies and **Klingon Immersion Studies**, a detailed look at the life and lore of this race. Simon and Schuster, in addition to releasing a number of edutainment titles, is also producing the first educational Doom game in **I. M. Meen**, in which the player must answer grammatical questions in between bouts of first-person arcade action.

Okay, we know you've heard this before, but **Jagged Alliance** is still on the way, and is slated for release in the early part of the second quarter of this year. The tribulations **Sir-tech** has endured in producing this title are legendary and extensive, but the game looks solid and playable. Keep your fingers crossed—this looks like a winner.

Sony Imagesoft had a number of titles, not the least of which were the **Playboy Screen Saver** and the **Beavis and Butt-head Screen Saver**. The real prize at the Sony booth, was **Johnny Mnemonic**, based on the upcoming **Keanu Reeves** film. It's early yet, but this game goes a long way in defining the term "interactive movie," since the action is pretty much non-stop. The view shifts from full-screen to letterbox when you can make a decision. The video is dead on, and the acting looks top-notch as well.

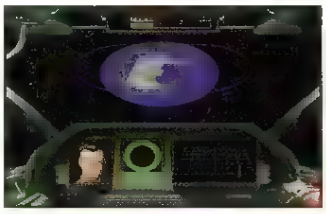
Sound Source Interactive, makers of excellent storybook titles and screen savers announced a new storybook title, this time based on the **Broadway Pictures** production of **Lassie**. Additionally, the company has secured the license for the syndicated show **Babylon 5**, presumably to create both a screen saver and an **Audioclip** utility of sound bites. Also look for Audioclips of **Star Trek** and **ST: TNG**.

Speaking of the Next Generation, **Spectrum HoloByte** is still planning on releasing the game in the near future, even though they missed their window of opportunity at releasing when **Star Trek Generations** was still a hot box office commodity. We were quite pleased to note that Spectrum is also releasing a second title in the **Wild Blue Yonder** series, this time covering the Golden Age of flight, from 1903 to 1945. **Alexey Pajitnov** is back as well with a game based on timepieces **ClockWerx** will contain four difficulty levels and 100 levels of play.

Strategic Simulations had a busy show, with five PC titles coming soon. **Renegade: Battle for Jacob's Star**, based on **FASA**'s **Renegade Legion** role-playing game looks like the cream of the crop, with you as the leader of a renegade squadron of fighter ships. Look for the **Great Naval Battles** series to continue with **Fury in the Pacific**, which will contain all major U.S. and Japanese ships that fought in the Pacific from 1938 to 1945. **Ravenloft** gets a sequel with **Ravenloft: Stone Prophet**, a realm with a decidedly Egyptian flavor. SSI takes a look at sub simulators with **Silent Hunter**, which should be one of the most realistic sims around. Finally, **Thunderscape**, an RPG, introduces Aden, a new world ripe for adventuring.

Swfte solidified its dealing with **Workman Publishing** and created a new deal between the two companies. The new arrangement, which goes by the name of **Workman/Swfte** is a result of the success Swfte has had with the **Brain Quest** titles licensed from Workman. The deal calls for Swfte to publish software versions of Workman titles and for Workman to distribute Swfte's current line of software.

The news from **Gadget** creator **Synergy** was about the impending release of the title **L-Zone**. Set in a fully mechanized city, the game allows the player to fully explore this world and interact with the long-dor-



SSI's Renegade

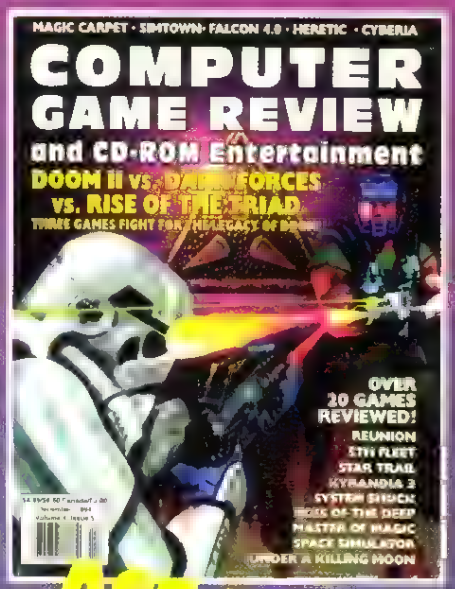
COMPUTER GAME REVIEW
and CD-ROM Entertainment

THE ONLY SOURCE FOR COMPUTER AND CD-ROM GAMING!

SPECIAL OFFER!!!
12 ISSUES FOR ONLY $23.95!

Check out **COMPUTER GAME REVIEW**, the leading magazine for computer and CD-ROM gaming! No matter what computer or CD-ROM system you own, CGR covers it all in full color from beginning to end!

COMPUTER GAME REVIEW gives you the latest news and information on the best role-playing, strategy, sports, simulation and action software available. Each issue is packed with previews, multi-person reviews, inside information, maps and strategies! You get it all!



ACT NOW! SUBSCRIBE TODAY!

What makes **CGR** different?

- Honest reviews from Users experienced gamers who tell it like it is!
- Previews of the newest titles from around the country and around the world!
- Game maps that show you the entire game at a glance!
- Plus tips, strategies and much, much MORE!

DON'T MISS OUT ON THIS SPECIAL OFFER!

YES! I WANT TO SUBSCRIBE TO COMPUTER GAME REVIEW!

Please send me 12 issues for the low price of JUST $23.95 - a savings of OVER 50%off the newsstand price!

Send payment to: Computer Game Review, PO Box 1462, Lombard, IL 60148-9621

Name_____
Address_____
City_____
State_____ Zip_____
____ Payment Enclosed ____ Bill Me
Credit Card Orders: ____ Visa ____ MC
Card Number_____
Exp. Date_____
Signature_____

For Faster Service, Call:
708-268-2498

HCGC3

Please allow 6-8 weeks for your first issue to arrive. Enclose U.S. Funds Only. All foreign orders must be prepaid. Canada & Mexico add $10.00 per year. Foreign $89.95 per year.

WINTER CES

mant objects found therein. Synergy will also be releasing **Alice**, an interactive "museum" that contains secrets that the player must discover through exploration.

While **Take 2 Interactive** had little to actually show, they announced a huge line up of titles for the coming year. First in the queue is **Bureau 13**, where the player's job is to make contact and if necessary, exterminate paranormal and alien life forms. Following that is **Millennia**, in which you get to go back in time and change the histories of worlds all over the galaxy. On the arcade front, **Cybercycles: Maximum Roadkill** puts you on a bike and challenges you to be the last contestant left alive in a field of lava pits, collapsing mine shafts and other fun terrain. **Ripper: A Cyberpunk Mystery** brings back Jack the Ripper, but this time he just wants to run his scalpel over your mind. Finally, you can look for a sequel to Take 2's excellent **Star Crusader** in **Death Crusader: Arcade Action in the Ascalon Rift**. You get to decide what happens in the rift and whether or not there will be war. Whew!

Time Warner also had an impressive line-up at Winter CES. Affiliate **Software Sorcery** has announced a couple of games, one that follows the mold of previous Software Sorcery games and one that is radically different. The first, **Fast Attack**, is a submarine simulation that puts the player into a modern U.S. fast attack sub in a number of crucial and dangerous situations. The other game, titled **Conqueror**, has nothing to do with naval power. Instead the game takes place in medieval England, with players trying to bring their fiefdom to heights of glory. Also announced was **The Incredible Adventures of Aristotle McGuffin**, the first title in Time Warner's new **Living History Adventures** series. The game centers around the misadventures of time-travelling scientist McGuffin, played by **Jonathon Winters**.

One of the most interesting products of CES was **Virtua Chess** from **Titus Software**. Setup is very easy, and the game also has an excellent chess engine and some stunning graphics. For the budget gamer, Titus will release a number of older arcade-style games on CD-ROM for a very low price, in what should be one of the more value-intensive products available. **Metal Combat**, a 3D tank simulation that will support VR headsets is planned for release in the fall. Finally, Titus plans to release a version of **Strip Poker** in April.

Turner Home Entertainment will be releasing several new screen saver utilities in the coming months. Fans of classic cartoons will no doubt be most excited by the **Cartoon Network Screen 'Tooner** (I'm happy to see further appearances of **Space Ghost**). Movie buffs will appreciate **Screen Lovers**, which contains classic scenes of old movies. Also look for a game based on the film **The Pagemaster**.

Just when you thought the soccer craze had passed over us with the passing of the World Cup comes **UBI Soft** with **Red Hot Soccer with Alexi Lalas**, the distinctive-haired and goateed American player. The game will feature commentary and music from Lalas. **Kiyeko and the Lost Night**, a children's title scheduled for release in April, will feature narration from Academy Award-winning actor **Ben Kingsley**.

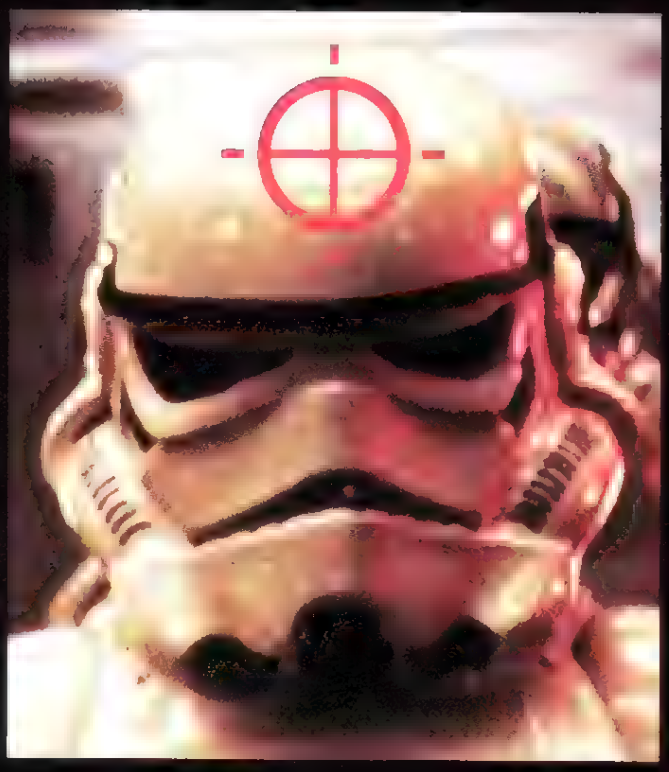
For those PC players who have always wanted to get a load of the action in **Road Rash**, take a look at **JetSki Rage** from **Velocity**. The idea is simple: take out your Jet Ski and try to finish first, either by going the fastest or by whacking all of your opponents. **Mega Rave**, the first rave party simulation, has you creating the ultimate rave party. If it's good, people will party and dance until dawn, but if the chemistry isn't there, they'll start fighting. Look for this one on the InterNet this summer as well. Velocity also made mention of their signing of a game license for **Hot Shots**.

Virgin and Looking Glass' Flight Unlimited

While many of the announcements from **Viacom New Media** were related to the various gaming platforms (how about **Phantom 2040** for PC?), there was some PC-related news. Affiliate **Paramount Interactive** will be shipping a new title in the **Richard Scarry** line called **How Things Work in Busytown**. There is also the possibility that PlayStation project **Aeon Flux**, based on the character from **MTV's Liquid Television** might make it to the PC as well. Personally, I'd rather see **Stick Figure Theater**.

Villa Crespo has apparently decided to give the entertainment field a bit of a miss for the next little while. The Windows CD-ROM products like **Escape With Your Life** and **Photography Made Easy** will continue, with **Secrets of Magic**, featuring magician **Dikki Eillis**. Ellis gives users the straight dope on how to perform a number of tricks, about half of which come with supplied instructional video. The big announcement, was **Go Figure**, a virtual spreadsheet program that truly has to be seen to be believed. It will perform all the functions of a standard spreadsheet without the constraints normally associated with those products.

Nobody had more products to show than **Virgin Interactive Entertainment**. The company is planning to ship an amazing 42 products in the 1995 calendar year. We won't go into the whole list, but it includes **The 11th Hour: The sequel to The 7th Guest** (yep, that's the official name), which brings the Stauf mansion into modern times. The same sort of interface that made **Dune II** and **Warcraft** such killer games will be next seen in **Command and Conquer** from **Westwood Studios**. Additionally, there should soon be a sequel to the excellent **Lands of Lore** title from about 16 months ago. Finally, Virgin affiliate **Looking Glass Technologies** showed an absolutely amazing flight simulation called **Flight Unlimited**. There's no combat in the game, but you honestly won't miss it. Even if you don't normally enjoy flight sims, you owe it to yourself to take a look at this game.



TO CREATE THE ULTIMATE STAR WARS EXPERIENCE WE HAD TO SET OUR SIGHTS A LITTLE HIGHER.

DARK FORCES™

FIRST PERSON FIREPOWER IN THE STAR WARS UNIVERSE. AVAILABLE NOW ON CD-ROM.

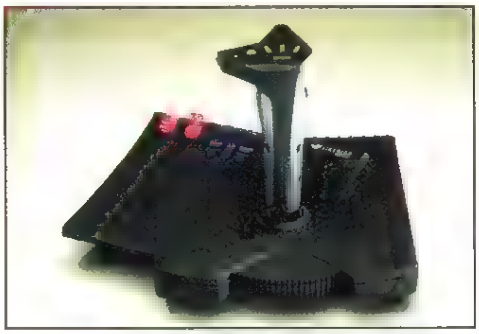
LUCAS Arts

Dark Forces game ©1994 Lucasfilm Ltd. and LucasArts Entertainment Company. All Rights Reserved. Used Under Authorization. Star Wars is a registered trademark of Lucasfilm Ltd. Dark Forces is a trademark of Lucasfilm Ltd. The LucasArts logo is a registered trademark of LucasArts Entertainment Company.

CHECK OUT THE DARK FORCES DEMO ON THE LUCASARTS BBS AT (415) 257-3070

WINTER CES

Winter CES was sort of a dud this year, or at least a rehashing of other, older CESs. A lot of chest-thumping was happening as hardware companies tried to out-do each other in the realm of joysticks, sound cards and VR glasses. Nevertheless, there were more than a few products that caught my eye and fired my imagination. See if you can tell which ones they are.



Advanced Gravis' Firebird

Advanced Gravis showed me a couple of interesting toys they're developing. The first is the **Firebird** flight & weapons control system. Modeled on their ultra-successful **Phoenix** flight & weapons control system, the Firebird removes the "wing" design from the Phoenix and places an analog throttle and elevator trim control in its place. The button-controlled elements of the Firebird will be the same as the Phoenix, configurable from a special DOS program included with the stick. The **Ultrasound Ace** is a special add-on board from Gravis. In case you've not noticed, a lot of game developers are including driver sets for the Ultrasound series. The Ace has no inherent Sound Blaster capabilities, but it will hook up (via patch cord) to a Sound Blaster or compatible card and give you all the functions of the other Ultrasound boards. At a price of $99.00 retail, it'll be hard to go wrong. The Ultrasound Ace will be shipping in about six weeks, while the Firebird will be out in March ($99.00 retail).

AITech has an interesting set of items that are closely related to each other that video gamers who are making the transition to computers will be interested to see. The two products I feel most gamers will be interested in are a VGA-to-TV converter that will work with both PCs and Macs, the **MultiPro CTV**, and an infrared controller set that comes with two gamepads, the **Wireless Bandit**. For those who like head-to-head games on the PC but want a little room to move around, the Wireless Bandit looks like the way to go. AITech also had on display a TV and FM radio tuner that hooks up to a PC (**WaveWatcher TV-II**), a video capture board (**VideoSurge-PCI**) and a combination video/audio capture and playback board (**audioSHOW-II**).

The best speakers I saw at the show were from **Altec Lansing**. The **ACS500** speaker system is a beautifully styled speaker/subwoofer system featuring Dolby® Pro-Logic, the recognized audio circuitry for true surround sound. While the $450.00 retail price tag may seem a bit steep, recognize that that price is lower than a lot of people are willing to pay for even one speaker for their home stereo system. Altec Lansing is also taking its first steps into the business world with an all-in-one portable CD/audio solution, the **AMC2000**. This will incorporate a double speed CD-ROM drive, 16-bit sound card and four-way speaker system in a a sleek black case. Now, instead of lugging around a full computer system with you for multimedia presentations, simply plug the AMC2000's Type-1 PCMCIA interface card into your portable computer. Look also for three other new speaker systems from Altec Lansing; I'll give you the specs as soon as I can get evaluation units.

Creative Labs' 3DO Blaster

Continuing its ascent into the power protection stratosphere, **American Power Conversion** announced the release of the **Pro** series in its **Back-UPS** line. Three models have been introduced already; in increasing order of power performance, they are the **Back-UPS Pro 280,** the **Back-UPS Pro 420,** and the **Back-UPS Pro 650**. Each of these models provides protection from power drops and surges, as well as noise isolation and protection for phone and network lines. One of the neatest things about this line of products is that, should battery power be depleted, the unit will issue a "save and shut down" message to your software. As is the norm for APC, their price point is decidedly reasonable.

And now we come to **Brooktree**. While Brooktree will not be developing their own line of PC products, they will be selling an interesting chipset to developers. Actually, interesting is too mild and uninformative word. If what Brooktree claims their chipset will do is at all true, you will see the greatest revolution in computer hardware ever. Boiled down to its most elementary, the Brooktree chipset promises to put all of your computer's hardware circuitry (video, audio, fax/modem, etc.) on one internal board. "Big deal," I hear the skeptics saying. Did I mention that all the functions of the board are sent through a controller chip that synchronizes everything? No more will you have to put up with audio lagging behind video. No more will you have to put up with video choppiness. The chipset promises 1024-by-768, 30 frames-per-second video in True-color (16 million colors). Developers, if you didn't get over to the Riviera hotel to see this product, call Brooktree immediately for a demo. You'll be as amazed as I was. You'll be more amazed by the price point on the chipset: if the chipset sells for what they're saying ($95.00!!!), gamers can expect to see finished product coming in at around $350.00 or so. Contact Brooktree through The Benjamin Group at (714) 753-0755. Hesitate and be left behind.

CH Products, makers of such fine joysticks as the **Flightstick**

Pro, was nowhere to be seen. They instead went to MacWorld since they are about to release a whole slew of their products for the Macintosh. Check out their latest offering, the **Virtual Pilot Pro**, elsewhere in these pages.

Creative Labs, shipped about 6000 units of their new **3DO Blaster** about four weeks ago (closer to ten weeks by the time you read this). Don't bother hitting the stores to find one; they sold out in about ten days. Judging by the return rate (about nil), this product is here to stay. Even though I'd like to get you a review, I have more selfish reasons for wanting to get my hands on one: Gexx. If you don't know what Gexx is, find out. It's a lot of mindless fun. Retail price is about $400.00. Creative Labs is also entering the CD-R (recordable CD-ROM) market with the **Digital Edge CD-R**. Featuring a double speed read/write drive, authoring software and five blank recordable CDs, the Digital Edge CD-R is expected to retail for under $2000.00. For those with a yen for advanced information exchange Creative Labs also has two teleconferencing packages, the **ShareVision 300** and **ShareVision 3000**. The essential differences between the two are video capability and price. The 3000 includes video conferencing and retails for $1599.00, while the 300 is limited to audio/modem and sells for $749.00. Neither requires expensive ISDN lines; they both work over a single regular telephone line.

Although it's not what you generally expect to see in a gaming-related magazine such as this, I can't help but mention **Diamond Multimedia's SOHO Multimedia Kit**. SOHO stands for Small Office/Home Office, and the kit comes with a quad-speed CD-ROM drive, 16-bit Sound Blaster compatible sound card, speakers, microphone and eight finance/productivity titles, including Quicken 4.0 and (for kits shipped before April 15, 1995) TurboTax '95. Retail on the kit is $479.00. In the same vein, parents of young children who want to give their kids the added advantage of computer literacy will definitely want to check out the

Forte Technology's VFX1.

Educator Multimedia Kit. All of the hardware is the same as the SOHO kit, but the software titles are oriented toward edutainment and infotainment. Retail price is the same. As telephony products gain a foothold in the gaming market, expect to see more and more products similar to Diamond's **Command Center**. A full audio, fax, modem and telephony board, the Command Center will come in both 14.4 and 28.8 Kbps configurations.

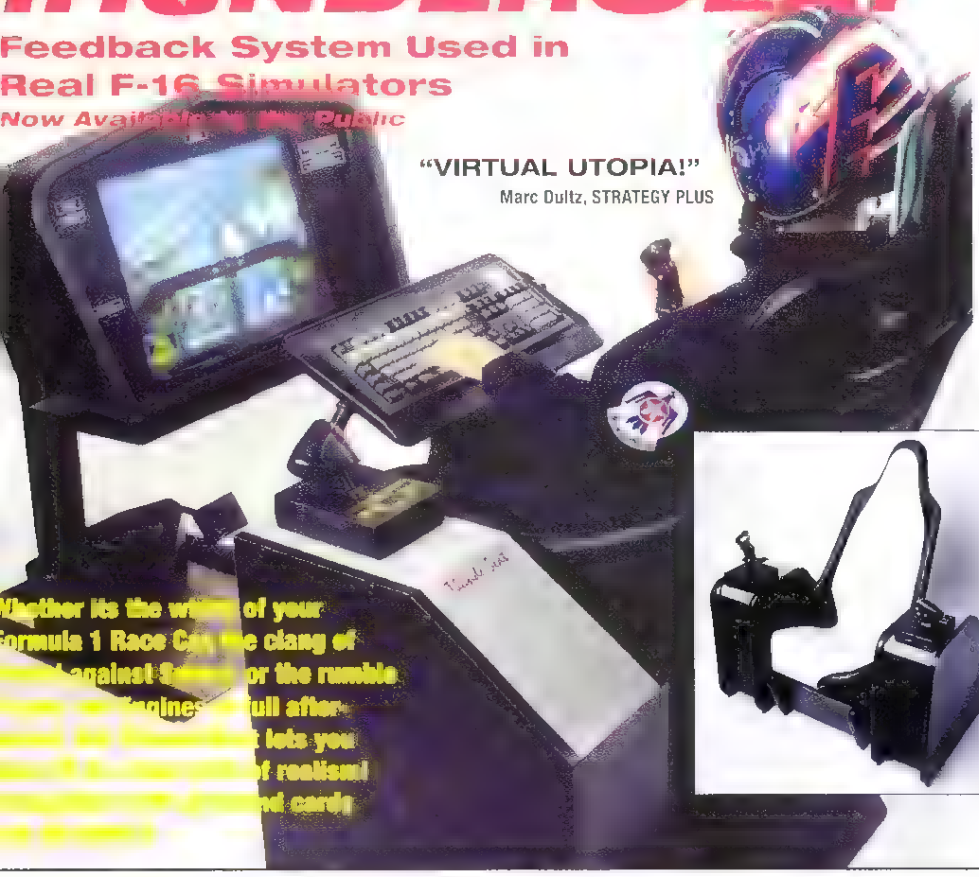
VFX1. If you haven't heard of it yet, it's time you got with the program. From a company by the name of **Forte Technologies**, the VFX1 is an incredibly stylish virtual reality headset. The number of companies signed up to produce (and already producing) software that utilizes the VFX continues to grow on a daily basis. The technology boils down to a stereoscopic imaging system that provides two 166,400 pixel active matrix color LCD screens, stereo headphones, and auto-tracking in your favorite first person perspective games. My "best of show" game award went to Flight Unlimited from Looking Glass Technologies, not only because it was the best flight sim I've ever seen, but because it seamlessly

THUNDERSEAT

Feedback System Used in Real F-16 Simulators

Now Available to the Public

"VIRTUAL UTOPIA!"
Marc Dultz, STRATEGY PLUS



Whether its the whine of your Formula 1 Race Car, the clang of [illegible] or the rumble [illegible] full after- [illegible] lets you [illegible] realism! [illegible] cards

"A DOUBLE MUST-HAVE. Anyone who plays computer games will want this AMAZING CHAIR!"
Marc Spiwak
POPULAR ELECTRONICS

"I could actually FEEL the punch of the afterburner!"
Ed Dille, ELECTRONIC GAMES

HOW IT WORKS

A 100 watt subwoofer built into the base generates low frequency sound that resonates through the wave chamber hidden inside the chair. Thus you not only hear but FEEL your simulation. Paired with your amplifier the ThunderSeat makes your favorite flight sim as realistic as it can be without a motion simulator!

OPTIONAL SIDE CONSOLES

put your favorite joystick controls and mouse at a convenient position. Add a keyboard holder and you have the perfect setup for both flight simulation and office work.

Shake Rattle and Roll for as little as $159.95!

For a FREE CATALOGUE CALL 1 • 800 • 8-THUNDER

ThunderSeat Technologies
6330 Arizona Circle • Los Angeles, CA 90045
310 • 410-0022 FAX: 310 • 410-1569

WINTER CES

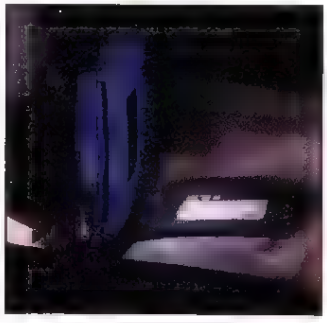
incorporated the VFX1 headset for a realistic flight experience. On the coolness scale, the VFX1 hits a perfect ten out of ten.

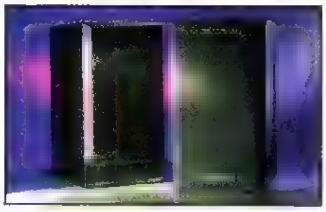
Genoa's GVision DX

Genoa, long known for the quality of their video boards, continues their foray into the multimedia marketplace with their new 16-bit sound board, the **AudioBlitz 3D**. The board features Sound Blaster compatibility, MPC2 compliance, and, most important, SRS sound. It'll hit with a retail price of $179.00. Also not to be missed from Genoa are the **GVision DX** video board that combines graphic acceleration and digital video playback with full MPEG support, and the **VideoBlitz III AV**, a 64-bit board based on the S3 Vision 968 Windows/CAD chipset.

It seems to me that now would be a fine time to take a closer look at **IBM**. There has been talk for several years (five, at least) of installing a disk-duplication kiosk in major software stores that would be connected via communication link to a central storehouse of programs in, say, Omana (the actual location doesn't really matter). This way, you'd be able to go to said software store, punch a few buttons, and your software would be written to disk, complete with installation instructions. All you'd then need to do would be pay for it, take it home and install it. The manuals would arrive in about a week. The only problem with this entire scenario is the comm-link. Up to this point, nothing has been fast enough to update, sans error, all the software in the kiosk on a timely basis. Now, however, enter the technology called DSS. Satellites can now beam this information in large packets, and all the kiosks world-wide could be updated in one lump, literally overnight. While it would be important during the first few months of a software title's life to occupy visual space on a retailer's shelves, once it had made a name for itself it could be transferred to the kiosk. And the retailer doesn't lose either, since he will still receive his percentage from the plan. Does this sound like a win/win situation? Think about the last time you visited a software store. Was there a copy of, say, Star Control 2 on his shelves? No? Just go to the kiosk. At the kiosk, you'll also be able to view demos of the products, as well as compare differing products. In the mood for something Doom-esque? The kiosk will be able to make suggestions for alternate titles. This concept will give new life to older titles. IBM has already started talks with several gaming companies, and deals are on the table with many office software companies.

The most interesting hardware I saw at Winter CES has absolutely nothing to do with gaming, but has a lot to do with computers and computer users in general. When was the last time you backed up your hard drive? If you're like ninety-eight percent of the computer using population (myself included), it's probably quite a while ago. Excuses abound: "I don't have the time," "My hard drive hasn't failed me yet," and the ever-popular "Who has the money for all those diskettes?" Thanks to **Iomega**, all of your excuses become irrelevant. Their new **Zip Drive** will make it so much easier (and cheaper) that you'll never complain again. Essentially, the ZIPDrive is a portable external diskette drive. The big difference here is in the storage capacity of the media. Each **Zip Disk** holds 100 megabytes. As to the cost, get ready to whiplashsnap your wallets out: the Zip Drive retails for less than $200.00, and each 100MB Zip Disk sells for $19.95. For the truly savvy, Iomega is traded on NASDAQ as IOMG.


Iomega's ZIP Drive


NuReality's Vivid3D Speakers

Jazz, Inc. had several new speakers on display, as well as a bone to pick with other multimedia speaker manufacturers. First the speakers: the **J-688** speakers look nice and sound good, as does the **J-901** mini-subwoofer. A larger subwoofer was on display at their booth, but it has only a tentative name and will not be shipped for a few weeks yet. As to the bone, check out the Ghost in the Machine column in this issue.

If you're in the market for a set of headphones, you can hardly go astray with a set of **Koss** headphones. While some were of the light, portable type that you'd find attached to just about any **Walkman**-type personal stereo, Koss was also showing some absolute behemoths that gave true "listening room" performance. Keep your eyes tuned to these pages for more information. Also in the Koss booth was a new product that any mother of a teenager will be sure to appreciate: the **Quiet Zone 2000** This little gizmo can be easily clipped to your belt or pants waistline, and it delivers an opposing waveform for any sound it receives. What this means is that, as one sound waveform is received, the Quiet Zone 2000 responds by inverting that waveform and piping it to your ear. While it won't give you 100 percent noise cancellation, it did give me a quiet place to think while standing in the middle of the car stereo pavilion.

NuReality, who took top honors in the year-end hardware wrap-up in February for the **Vivid 3D**, was displaying essentially the same items as they had at the summer edition of CES, with two major exceptions. They'll be coming out with a pair of speakers called, not surprisingly, the **Vivid 3D Speakers**, as well as a home entertainment center add-on, the **Vivid 3D Theater**. Both will incorporate SRS sound technology.

The emphasis at **QuickShot** this year will be to continue their assault on the top dogs in the joystick market. A two hand flight control center is their premiere offering this year, the **Squadron Commander**. The latest in the **Lethal** series of flightsticks, the Squadron Commander has ten programmable buttons, plus rocker and hat switches for superior weapon and view controls. Interestingly, QuickShot is also releasing a product called the **SoundStor**. This unit will have built in 10 watts per channel multimedia speakers, as well as a six CD magazine-style audio CD player. A rather unique feature of the unit is an adjustable bass reflex air vent. Auxiliary outputs will connect the unit to your home stereo or entertainment systems.

QuickShot's Squadron Commander

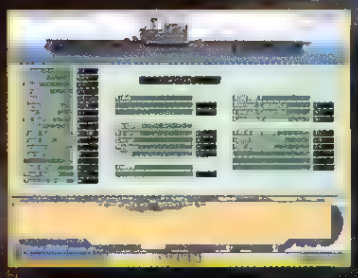
RealMagic continues its innovations in the world of MPEG video. A host of new products are to be introduced (or have been introduced recently) that will enable your system to handle the memory-intensive tasks associated with live video without so much as a hiccup. The frontline product from them is the **RealMagic RAVE**, a VLB graphics accelerator with onboard MPEG decoding and audio play-

ADVANCED SIMULATOR SERIES

GREAT NAVAL BATTLES VOL. III

FURY IN THE PACIFIC, 1941-44

Available on CD-ROM for IBM & Compatibles.



OWN THE PACIFIC.

SSI's immensely successful ADVANCED SIMULATOR SERIES continues! GNB III: FURY IN THE PACIFIC is a huge simulation encompassing the entire Pacific War.

You get all major American and Japanese ships and aircraft of the Pacific Theater. A Random Battle Generator lets you create *unlimited conflict* — from small surface engagements to full-blown carrier task force battles! Use the powerful scenario editor to create your own battles or modify existing ones in areas like Midway, the Solomons or the Phillipines. A sophisticated customizer lets you alter various aspects of the game routines — for unprecedented control.

A new interface and menu options, laser-sharp Super-VGA graphics and an astounding sound track make this simulation the hottest thing afloat.

GREAT NAVAL BATTLES III. The Pacific is yours, if you can stand the heat!

To order: Visit your retailer or call 1-**800-601-PLAY** with VISA/MC (North America only).

SSI

IBM 256-COLOR SVGA DISPLAYS

1995 Strategic Simulations, Inc., A Mindscape Company. All rights reserved.

WINTER CES

along with their bundled speakers. Also, for those readers who hate having to open a volume control utility on their computer every time they want to lower the volume on that cheap pair of multimedia speakers you picked up at Sid's Multimedia Pavilion and Lawnmower Blade Sharpening Shop, think about their **Multimedia Volume Controller**, a pot switch that acts as a pass-through between your sound card and speakers. Retail is about s xteen bucks.

RealMagic's Ultimate Multimedia Upgrade

If you're the parent of a child in his or her pre-teens, check out the **FunTouch** keyboards from **SIIG**. Spill resistant and durable, the FunTouch keyboards come in colors that kids will dig. Since I never really grew up, I wanted one immediately. Say, maybe their marketing strategy is all wrong...

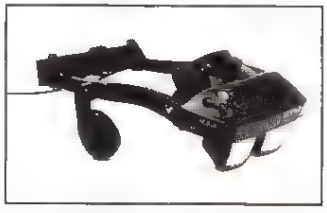
back. Retail price is $489.00. For those of you with a yen toward the high-end, check out the **Ultimate Multimedia Upgrade Kit**, which includes **Pioneer**'s **DRM604X** 6-disc quad speed CD-ROM changer, **Advent Powered Partners 570** 35 watts-per-channel speakers, RealMagic's **PrimeTime** VGA-to-TV converter, and, of course, a RealMagic controller card. All of this for only (did I really use that word?) $2499.00 retail.

Roland is still making their **SCD-10** and **SCD-15** daughterboards as fast as they can; sales of the two products have, to put it lightly, exceeded expectation. While I didn't see anything new on the floor at their booth, I was fed a rumor of something that should make portable PC users pretty darn happy (yes, I did see something, but I'm under oath not to spill the beans). I'll let you know the inside news as soon as Roland says I can.

SC&T² can make your computer resemble your car stereo. No, I'm not talking about adding a dashboard and steering wheel. The **EA-PRO** is an equalizer/amplifier that comes in both internal and external flavors, and you can check them out in this month's hardware section,

The company that has overjoyed gamers everywhere with their programmable joystick, the **F-16 FLCS**, is about to drive golf purists nuts. Unlike all the others who have come up with an interactive golf game, **ThrustMaster**'s new **Pro Play Golf System** allows you to use your own clubs. Everything you need to be up and running is included: a sensor unit, all the software required to operate said unit, a golf game, foam golf balls, a net, rubber tees and floor mats to bring you up to the level of the top of the sensor (about 1 inch). I shagged a few balls on this, and nothing (as nearly as I can tell) touches it. Although ceiling height will be your prime consideration, I have no trouble swinging my clubs in my own house (I'm six feet tall and my ceilings are eight-and-a-half feet high). And don't be afraid to take a divot: the base sensor unit seems to be indestructible. The software that comes with it will act as a tutor, telling you such things as whether your club face was square on or not, the direction of your swing, head speed, and whether you hit on the toe or heel of the club. The golf game that comes with it is admirably done, too. Ah, but brilliance does have its price: the complete package retails for just shy of $500.00, and it won't be available until summer. Back in the realm of flight components, those who have jumped to the F-16 FLCS will be delighted to hear that its companion product, the **F-16 TQS** weapons center will be available in February. It won't be compatible with anything but the F-16 FLCS, but it'll pack a wallop when it comes: targeting trackball; dogfight, radar and antenna switches; throttle tension wheel; and arced throttle movement to register throttle position by touch rather than sight. The retail price of $199.95 is steep, but flight sim fanatics won't want to be without it. ThrustMaster will also take the leap into kidware with its **XL Action Controller**, which features four buttons and a hat switch, all of which glow in the dark. Look also for the **J-Link Adapter**, which lets you use your favorite joystick with SEGA Genesis and Super Nintendo systems. Also out of the hush-zone is a voice/data system (as yet unnamed) that is the very first one I've seen in operating condition. I deathmatched some of the ThrustMaster crew in a beta version of Descent; there's nothing like taunting your opponent without having to type. Favorite quote: "You are soooo dead."

Turtle Beach Systems recently released their new **Monte Carlo** and **Tropez** sound cards. The Monte Carlo is a 16-bit board with a $149.00 retail price tag; it has an enhanced IDE CD-ROM interface and comes with a games sampler that includes The Even More Incredible Machine (reviewed in Dec. '93, and still one of the best puzzle games around–yours for only a $5.00 unlock fee). The



Virtual i-O's i-glasses

Tropez card has onboard wavetable synthesis and comes standard with 2MB wavetable ROM (upgradeable to 12MB). Retail price on the Tropez is $249.00. Both cards come with music authoring and playback software. Reviews will be forthcoming.

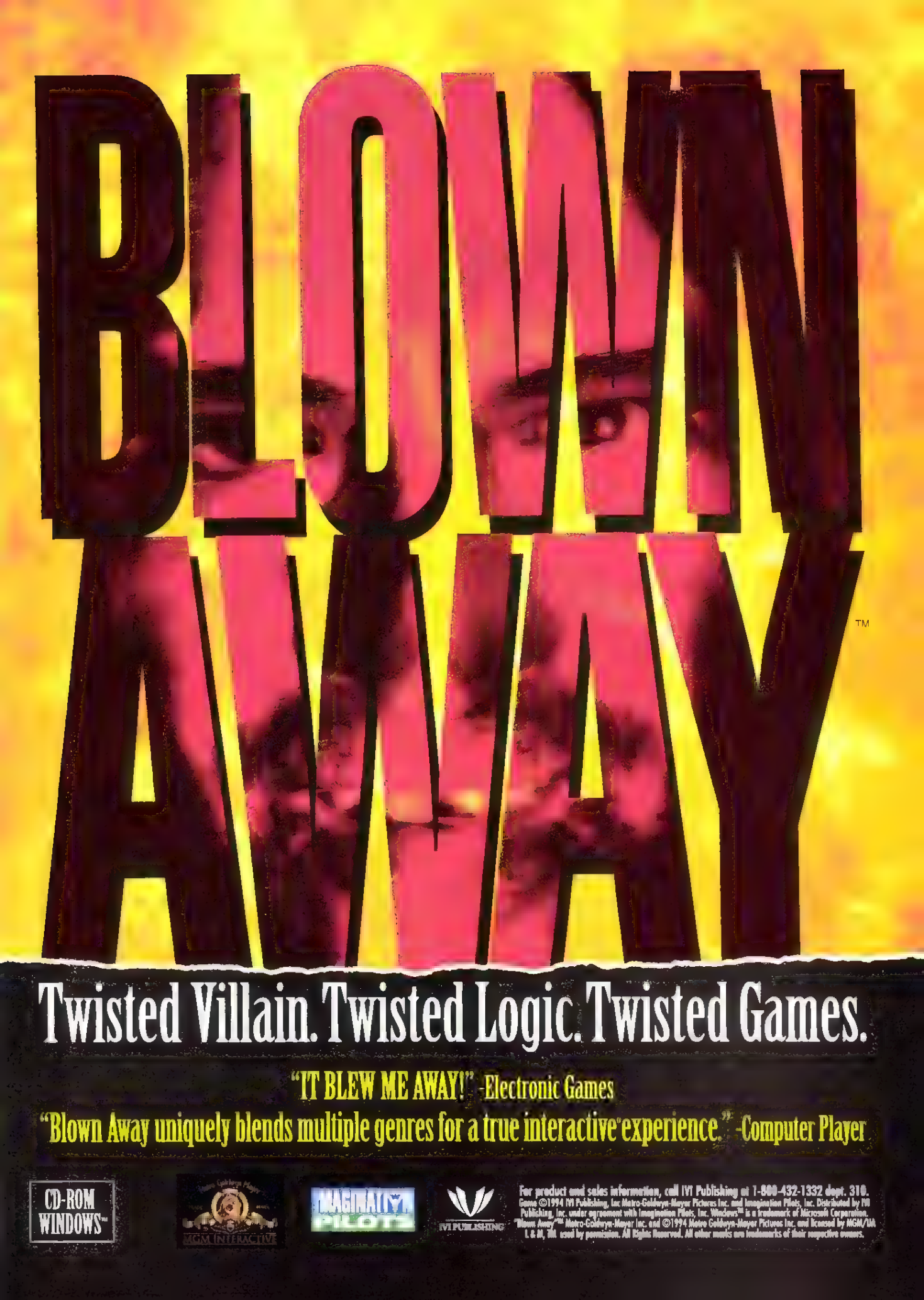
A small company from Australia wants to give you **The Bird**. That's the name of their infrared joystick that **VIR** had up and running with Secret Weapons of the Luftwaffe. I managed to kick back

Yamaha's YGV611 chip

and relax in their easy chair for some flight time, and The Bird seems well-made. VIR gets my "most amazing appearance at CES" award for putting together their booth and travelling show with only twelve days notice.

It looks as though **Virtual i-O** will be first off the blocks with a virtual reality headset. Called **i-glasses**, the high-tech design has 138,000 pixels per screen and a price tag of $799. One of the nicest features is not having to remove the headset if you want to carry on a normal conversation: simply click the "video" button on the visor and you can see right through the screens, albeit in somewhat muted purple tones.

Last but certainly not least is **Yamaha**. They're coming out with two new chips (high-end and low-end) that promise to "change PCs forever." The first in Yamaha's "virtuality" series, the Rendering Polygon Accelerator chip performs like the proverbial Dickens. I watched the guys at Domark fooling around with an early beta of a board design that incorporated the chip, and I couldn't believe the performance (in DOS, yet!). They were just tanking around with a new flight sim they're putting together; running at 640x480 resolution and 65K colors, and the board emitted nary a whimper. I'll keep you apprised of this situation as it develops; Yamaha is expected to have production quantities of the chip in mid-February and they expect to see boards based on the chip come in below $300.00 retail from their appearance on the market.


BLOWN AWAY™
Twisted Villain. Twisted Logic. Twisted Games.
"IT BLEW ME AWAY!" -Electronic Games
"Blown Away uniquely blends multiple genres for a true interactive experience." -Computer Player
CD-ROM WINDOWS™
MGM INTERACTIVE
IMAGINATION PILOTS
IVI PUBLISHING
For product and sales information, call IVI Publishing at 1-800-432-1332 dept. 310.
Game ©1994 IVI Publishing, Inc Metro-Goldwyn-Mayer Pictures Inc. and Imagination Pilots, Inc. Distributed by IVI Publishing, Inc. under agreement with Imagination Pilots, Inc. Windows™ is a trademark of Microsoft Corporation. "Blown Away"™ Metro-Goldwyn-Mayer Inc. and ©1994 Metro Goldwyn-Mayer Pictures Inc. and licensed by MGM/UA L.& M., TM. used by permission. All Rights Reserved. All other marks are trademarks of their respective owners.

WINTER CES

This was not a great product show. Nearly everyone I saw was exhausted from the rigors of the Christmas press and resting on already-gained laurels. There were, really, only two kinds of products at this show: concept products, with a 45 second demo running off of videotape with a hacked-together voice over; and late products, nearly complete but still toeing the March/April release line nervously. With a concept product, only about 20% of what they tell you will bear any resemblance to the final product ten months down the line; and I'm already tired of hearing about the late products—I'd rather just have them.

With that in mind, my "tops of CES" list will be short and sketchy just like most of the stuff I was shown (please forgive me if this list crashes—the programmers just over-nighted me this one hacked-together pre-alpha build). Also, I'll concentrate on the new or nearly-done products over the very late products to keep it fresh.

1. Blood Bowl from MicroLeague (by Destiny). I know it's late, but it was held back to accommodate the new version of the boardgame, which is a quantum level above the old rules. Great strategic fantasy "football" action, with Orcs, Elves, Dwarves and constant casualties.

2. Virtual Pool from Interplay (by Celeris). I'm not a huge pool fan, but it's impossible not to marvel at the smoothness and accuracy of this engine. This is virtually pool.

3. Renegade from SSI looks much nicer than it did when I saw it sketchily at Summer CES. It's a space combat sim based on an old FASA boardgame.

4. Magic:The Gathering from MicroProse. Yes, I know it's evil (since I have a fervent hatred of the card obsess- err, game), but the implementation is certainly clean and looks to be about as good as it could possibly have been, given the limited scope of the concept.

5. Flight Unlimited from Virgin (by Looking Glass Technologies). I don't normally care for flight sims, but this one is sheer beauty. Just flying around for two minutes makes you feel light, breezy and airborne, definitely a blessing at CES.

-Kevin

The top six games I saw at the show:

1) Flight Unlimited from Looking Glass Technologies.
2) Descent from Interplay.
3) Virtual Pool from Interplay
4) The Journeyman Project 2: Buried in Time from Sanctuary Woods.
5) Apache Gunship from Interactive Magic.
6) ClockWerx from MicroProse's Alexey Pajitnov Presents line.
7) SuperKarts from GT Software.

Although it's a short list, I had very little time to look at software, what with making the hardware rounds. On the other hand, I had a great time fooling around in Vegas at night.

Most fun to go running around Vegas with: Carter Lipscomb and the crew from GameTek, who have earned the nickname The Unmentionables. Runner up: the Domark crew, who took us out to eat at Yollie's and provided us with many yuks (note to Paul: I can recommend some fine brands of decaf).

Most unfortunate missed meeting: with Tom Byron of Spectrum HoloByte. Tom, we got to hang out at Bally's with Tori Welles. Where were you?!

Best story: from J.W. "Wild Bill" Stealey of Interactive Magic, who told me how he nearly shot himself down with his own missile.

Best party: given by Magnet Interactive. They rented out the entire Grand Slam Canyon at Circus Circus, and we even got to meet Rich Hall.

Best bartender: Frank at the Riviera.

Best person to ride the roller-coaster with: Angela Edwards from The Bohle Company.

Best personal tag line: from Bryan Walker at Domark, "Four hundred dead Iraqis can't be wrong."

Top three most questionable products I saw at the show:

1) BOB.
2) The Gemini Sound Booth. What exactly were they selling?
3) Tommy Tallarico, who has apparently started to believe his own press.

- Ted

As you may already have read, this show had few running demos and just a lot of ideas with some clips thrown together set to repeat.

I soon became more interested in some of the new controllers, particularly the driving devices. I have been using the ThrustMaster F1 and don't like it. A small company called IDD has a great one.

It has a solid steering wheel with some weight to it and allows you to adjust the tension. The gear shift actually shifts and has a solid feel as well. A metal box with three pedals can be programmed for different uses. It's pretty expensive, but so well built you may never need another one again. There is a yoke stick as well.

The biggest disappointment I saw was Star Trek: TNG from the nice people at Spectrum HoloByte. I saw it in development last fall and it looked like it was going to great. Then they missed the planned release that was going to coincide with the movie and now it sounds like a lot of people over there are a bit down about it. The demo they were running was unimpressive and I didn't get the chance to actually try it out for myself. However, I commend Spectrum for holding it back until they think it's ready.

Getting on to the good stuff, the one that comes to the forefront of my mind is Virtual Pool from Interplay. It's to pool what Crystal Caliburn was to pinball: as real as it gets on a computer.

A couple of conversions that I hope turn out well are Coach K's NCAA Basketball from EA and NBA Jam Tournament Edition from Acclaim, the former for what appears to be a pretty good AI and control, the latter simply for its fast-paced fun.

Flight Unlimited from Virgin was truly impressive. With a highly maneuverable bi-wing, you can try out your skills at aerial acrobatics in an absolutely stunning environment.

Finally, from Access, Links Pentium is scheduled for a summer release, but they weren't showing any of it. I did find out that it will use some of the Under a Killing Moon technology in the club house. A couple new Hawaiian courses are coming for Links 386 as well.

- Tasos

oice of armament and explosives
air strikes, including armor
rcing, high explosives, and the
ady incendiary
nal accu y no

Axis or Allied fo
ttalion insignias
d multimedia offers
ptions and dynamic game play.
's, killed, and wounded will also
unted and against e

is the first in a new series from
TPW involves eight different
embodies the actual units, specific landing sites,
ers on tactical level operations of airborne warfare
scenarios include Arnhem, Malone
and the *what if* scenario Folkestone, the
plan to invade England. Each scenario is succinctly
date, and a map of the operation.
TPW embodies the real feel and challenge of airborne
arming experience as opposed to just a Tactical Wargame.

Copyright 1994 Q.Q.P. All rights reserved.
Business Machines.

QQP
Quantum Quality Productions, Inc

STRATEGY

How to Whack Plenty of Kitties and Get to the Next Cut Scene Safely.

Wing Commander III is a hybrid game, nearly unclassifiable. Either it's a space combat simulator with an overwhelmingly deep character-based storyline and complex plot, or it's an interactive movie with a heck of a lot of dogfighting thrown in. Which one is more interesting is a personal choice, of course. The WC series for me have always been primarily about plot and character, sort of like an adventure game with dogfighting instead of puzzle solving. Therefore, the rich characterization afforded by the excellent acting and professional writing in WCIII was the centerpiece of the whole experience. The question of What happens? is as important to the WCIII experience as How does it happen? to most people.

Long-time readers of my strategy guides will have read between the lines in the above intro—but for everyone else, here's the scoop. This strategy guide won't tell you how to get through Mission 15 specifically, because I'd have to reveal too much about the story just by describing Mission 15. WCIII isn't a serious enough space combat simulator to warrant such close attention to detail anyway; you're in a movie, for heaven's sake. Instead, I'll concentrate on the absolute basics and leave you to discover the storyline with your sense of wonder and What's-gonna-happen-next? still intact.

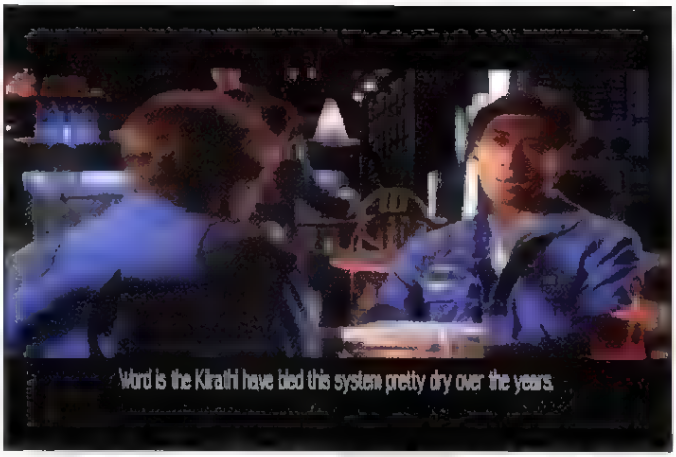
There aren't any wingmen called the Boy Wonder. Sorry.

Choosing Your Wingman

After taking the briefing from Captain Eisen, you have to go deliver it to the other pilots. Then you get to make one of the two crucial pre-mission decisions: choosing who to

Choose your wingman wisely; the difference is only life or death.

Follow a pattern through the ship after each mission.



Hear each of your pilots out; they have important things to say.

fly your wing.

Figuring into this, of course, is your secondary duty as morale officer. If you don't talk to your pilots and fly with your pilots, their skills don't increase. So, while Vagabond isn't as good a pilot as Hobbes to begin with, if you single him out for special treatment he'll fly better than he ever would otherwise.

•Hobbes—all around, the best pilot. You'll want to save flying with Hobbes for the most difficult missions, the ones with the most on the line. Hobbes usually does exactly as asked, and does it quickly and well. He can be trusted to handle distant targets and not to need much help with them. Hobbes is excellent for clearing light fighter cover off a target while you dust it.

•Vagabond—a quiet, competent pilot. He's not the best, but he won't get excited and foul up a mission. He can be sent off your wing fairly often, but stay close and help him out if he gets into trouble. Take him on routine patrols and maybe minor strike missions.

•Vaquero—not very experienced, but willing to learn. If you use Vaquero on early and safe missions, the experience and morale that he gains will be very useful if you have to take him on a later mission. Keep him close and watch his six; he might get outflanked by agile Kilrathi ships.

•Maniac—ahhhh, Maniac. Nobody flies a fighter with more exuberance than Maniac, but mere attitude doesn't win a war. If you want to fly with Maniac, expect no cooperation from him. He will pick and choose targets based on perceived glory. Heaven help you if you take Maniac on a escort mission. But, if there's a target you want taken out quickly, he'll do it in spades.

•Cobra—seething hatred and inexperience are a bad combination. Take Cobra out on simple patrols to keep her morale up, but don't try her on missions that are very important. She'll quickly bite off more than she can chew, but she won't be happy sitting on your wing either. Missions of sheer destruction are best, but her record shows good performance on escort missions.

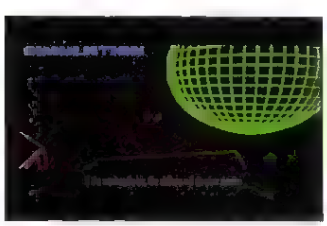
•Flash—(assuming you win him over to the *Victory*) sort of a watered-down Maniac with a sense of responsibility. Flash has skill, and that skill should be used; but the leash has got to be kept on him pretty tight, or he'll get himself in over his head. He's good against light fighters and other swift but low danger targets.

•Flint—a solid if orthodox pilot. You can count on her to do what you tell her within acceptable time frames. Don't let her stray too far away, though, because she can get tunnel vision. If you're worried that you've been taking Hobbes too much, but still need a capable pilot on a difficult mission, use Flint.

Do I Have To Fly With These Guys?

Veterans of WCI and WCII need not worry—the classically bad AI for your wingmen has been eradicated in WCIII, wingmen can be trusted to attack intelligently and well (according to their skill level). In fact, until you've got your WC skills back, you may find Hobbes or another pilot bettering your kill scores on missions, something that would never happen in the old days. They also don't shoot you in the back on every other mission anymore. However, that AI upgrade also applies to the Kilratni, so don't get too cocky. Often, they'll let you tail one of their number while the others lock onto your six—and their aces really do deserve the title now.

Up close and personal with a Dralthi in an Arrow.


Pay attention to the briefings; do what's needed first.

Wing Commander III
Heart of the Tiger

By Origin

12940 Research Blvd.
Austin, TX 78750
(512) 336-5200
Fax: (512) 331-0658

Requirements
486/50+, 8 Meg RAM
2x CD-ROM, VGA

Controller
Mouse, Keyboard, Joystick

Hard Drive Space
10 Meg

Number of Players
One Player

Available For
PC and compatibles

Designed By
Origin Systems

Distributed By
Electronic Arts

Street Price
$59.99 ($100 Premiere Ed)

STRATEGY

Dogfighting

The most important tactic to use in WCIII is enemy reduction. Due to the regenerating nature of shields, there's little or no point in damaging several ships rather than concentrating on the destruction of one or two. In other words, finish one opponent off before beginning another one. To achieve this, always lock onto the first likely target and keep him locked until he's dust. The targeting computer will then shift the lock to the nearest other enemy. Make sure your guns are on full (and your throttle is maxed), and peel off after them as they pass you. Once you're on their six, pound them until they shatter. Sound simple? It is—unless you're facing more than one ship. The Kilrathi love for you to get tunnel vision and concentrate on one ship, while they blow you away from behind. There are two basic countertactics to this move. The first lies in finishing the target ship off quickly; this will often require a missile (fired at close range to prevent decoys), so this might not be feasible in low ammo situations or against powerful ships. The second tactic, more useful against masses of light fighters, is to spin off the tail of your target long enough to snap off a few shots at your pursuers. Then, since you haven't changed the target lock, you can quickly find the original target, afterburn towards him and finish him off. The barrage at the pursuers probably won't damage them significantly, but it will most likely force them to turn off. Ships with rear turrets can execute this even more easily, obviously. Watch out for your target's rear turrets, however; they can ruin this tactic utterly.

Rachel will suggest the "proper" ship for the mission.

Choose the best ship for the mission, but choose well.

Choosing Your Fighter

Most missions are flexible enough that you can exercise personal choice on which fighter to take (although taking down a Kilrathi Cruiser in an Arrow is stretching things a bit). I personally prefer to fly the largest ships with the heaviest firepower for most missions, but others opt for maneuverability over big guns. Still, there are occasions when you'll find yourself in all the ships, so it's best to be familiar with each of them.

•Arrow—light, small and fast. While guys like Flash swear by these combinations, flying an Arrow into heavy fire is nearly suicide. It's good for clearing away light and medium fighters, but runs into trouble against enemy capital ships and mixed light/heavy fighter combo groups. Use it for patrols and recons, but expect to run away if the resistance gets heavy. While it's billed as an escort ship, due to its nimbleness, it often can't put enough guns into attacking heavy fighters to save its charge unless heavier firepower is around to chase off the bad guys. On the other hand, it carries a surprisingly large missile loadout, so it can quickly overwhelm some ships if handled correctly. You'll have to stay alert while flying this one, because a couple of missile hits will splash you instantly; learn to use decoys early and often.

•Hellcat—the compromise ship. If you can't decide what to fly, or don't know what to expect, the Hellcat can at least make a stab at doing it. It carries the same armament as the Arrow (less one missile set), but mounts heavier armor and shields in exchange for less speed. The problem with the Hellcat is that other ships can do specific jobs better. If you want speed, take the Arrow with its heavier armaments; if you want firepower, take the Thunderbolt.

•Thunderbolt VII—a gun-heavy slug. This is my favorite ship, and I'll take it on just about any mission (unless the Excalibur is available). The T-Bolt can shatter a full wing of Darkets before they begin their attack run. Its missile load is small, but it's got a torpedo for the heavy jobs and enough guns to destroy anything else. The T-Bolt is easily surrounded by light ships, but concentration of fire and odd maneuvering can quickly reduce the odds against you. There's nothing better for capital ship hunt-and-kills, since the T-Bolt expertly handled can do the job without escorts.

•Longbow—a specialty ship. The Longbow has one purpose in life, and one purpose only: splashing capital ships. While it carries the torpedoes to do this, it can do little else. It's not armed well enough for self defense (unless it uses its significant missile load to clear out a path), and small ships can dart around it like bees. It can be embarrassing to be shot down by Darkets time and time again. Don't take this unless you really need to pump four torpedoes into large targets in a hurry.

•Excalibur—the cream of the crop. It has the guns and armor of the T-Bolt, plus the speed of the Arrow. Fly this baby whenever and wherever you can. The prototype advanced targeting system will whack more kitties than you can possibly imagine. Watch out, however, for its Achilles' Heel, weak armor. A surprise missile hit can leave you wondering what happened very, very quickly.

-Kevin Perry

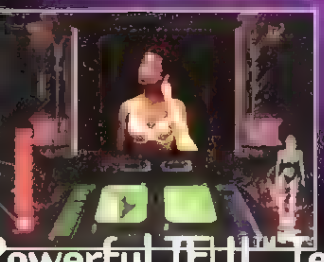
Try to avoid this. It's expensive and embarrassing.

Spend lots of time in the simulator, or else.

SPACE SIRENS

THE ULTIMATE CYBER SEX SIMULATOR

YOUR MISSION... SEARCH AND FULLFIL!



Powerful TFUI™ Technology
Allows you total control of the intense action! The Space Sirens are virtually yours to fulfill your every desire!

The Ominous VR Pods
immerse you in a world where your dreams become reality.

Explosive 3D Animation
transports you into a new realm of pleasure and excitement.

An Interactive CD-ROM from the Creators of the Technology Acclaimed to be

"...as Close to Genuine VR SEX as Current Technology will Allow."
- ELECTRONIC GAMES MAGAZINE

☆ LIMITED TIME OFFER! ☆
1st 500 Callers Who Order Space Sirens Receive $10 Off and a FREE PIXIS Sampler CD-ROM (A $9.95 Value).

$59

MISSION CONTROL

CALL TOLL FREE TO ORDER:

800.999.7995

TEL: 201.783.3600 FAX: 201.783.3686

Send Orders To: Mission Control, 7 Oak Place - CGR 0395-PIX - Montclair, NJ 07042. MC, Visa, Discover, Checks [illegible] days. P[illegible]
Shipping $7 OVERNIGHT (most areas)
Int'l Shipping $25 (Most Countries)
Must be 21+ To Order

PIXIS INTERACTIVE PRESENTS A DIGITAL BOY PRODUCTION

JESSIE JAMES ISIS KIRA AND SIERRA WRITTEN BY TETSUO DIRECTED BY RYU SHINOBI PRODUCTION MANAGER J. JUPITER

COMPUTER SPECIAL EFFECTS BY D. LO GRAPHIC DESIGN BY LEON WAS LEAD PROGRAMMER ANTHONY GOMEZ

MARK MEDIA & PAUL WU A PIXIS INTERACTIVE RELEASE

18+ MATURE AUDIENCES EXPLICIT

HYBRID DISC

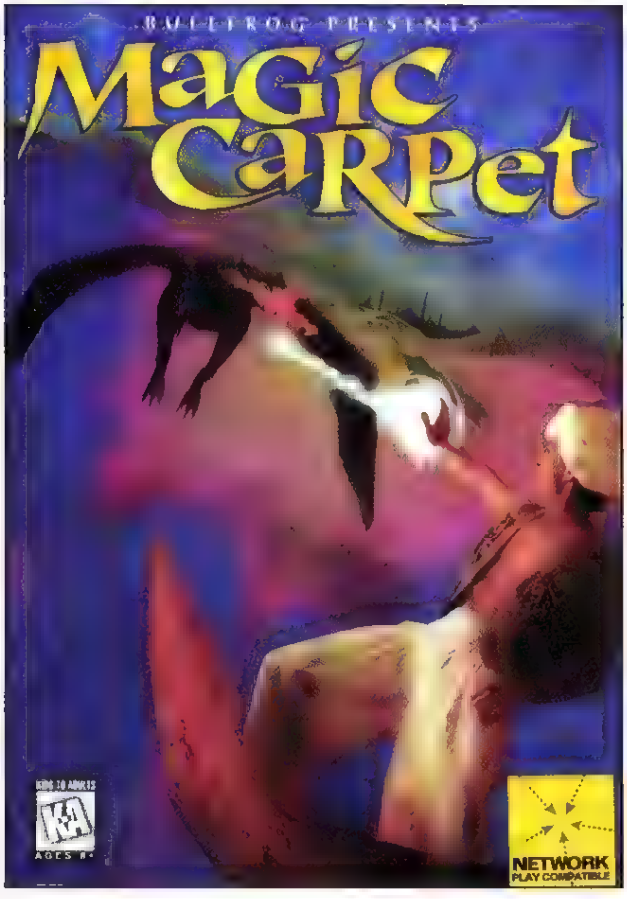
TFUI INTERFACE

P·I·X·I·S [TOUCH

[illegible] All Rights Reserved Worldwide.
Dealer Inquiries Call:714.669.1818 • Fax:714.573.1210 • Online Address: PIXIS Int@aol.com

STRATEGY

A Deep Pile Shag is Nice, but Nothing Wears as Well as Berber...



Magic Carpet has a number of similarities to Doom and Doom II, but there are significant differences as well. Being good or knowledgeable of one game doesn't mean that the player will be good at the other. These pages will look at some of the significant enemies in Magic Carpet along with some basic strategies that should be useful on any level.

The rock-throwing apes are not as dangerous as they look.

Your Spells

Take the time to learn the hot keys for your spells. Know which spell corresponds to what number and how to switch them rapidly.

In general you will want one of your readied spells to be an offensive one, since enemies abound. Usually, this means the basic fireball, but as you increase in power on a given level, you will more than likely want to upgrade your default offensive spell to something a little more powerful.

Your other default spell should be your mana claiming spell. Since you will, offensively or defensively, be on constant alert for enemies, you should also be on constant alert to snatch up the mana that you create. Also, you want to be able to reclaim any mana stolen from you by enemy wizards.

It doesn't matter which is which but make your decision on level one and keep it constant! If your offense is always a left mouse click, keep it that way. Also, since it is simpler, you may want to make the left hand spell the one you switch in emergencies or to grow your castle. Either way, keep it consistent.

Fortress Creation

Where you put your fortress is of utmost importance in Magic Carpet. Since you begin each level relatively weak and slow to heal, you need to place the fortress in a place where, initially, you won't be attacked. Also, your castle should be in a location where it can easily expand. Some natural structures will prevent you from increasing the size of your fortress, something that

Here's a stack of mana just waiting to be released.

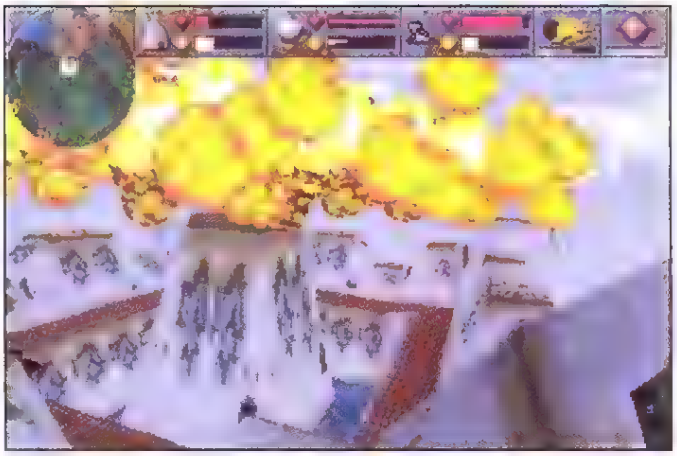
is of great necessity

On early levels, your best bet is to simply find a nice location in the middle of the water somewhere and create the castle there. The fortress automatically creates land under it and levels land as it grows, which means that it will simply create an island if you cast the spell over water. This is safe on the first few levels, but later in the game, this is fraught with danger. Not only does your castle need to be safe from attack until it grows to a substantial size, but it needs to be in a location safe for you to get to. On higher levels, you are safer over land.

In any event, a great place to create a fortress is over a location that contains a trap. Planting the castle will trigger the trap and immediately destroy the creatures that would have normally been created. You also get all of that mana right away. In some cases, this will be enough to build the castle another level right away. Other good spots are the rings of evil statues.

Adding On

You should keep constant track of your level of mana with regard to your ability to add another level onto your castle. Growing the castle is the pre-eminent strategy in Magic Carpet—it is both the storehouse of your power and the method of gaining more power, since the mana collecting balloons are created by and nurtured by your fortress. You cannot make a mistake making your castle bigger.



Don't let this happen to your castle! Act to prevent enemy involvement with the well-being of your stronghold.

Bigger castles have better defenses, with additional archers to protect it and with simply more ability to resist damage. Since you are always kept informed on the status of your castle, you know when it is being attacked. A more durable structure gives you time to get back and protect it. Bigger castles also produce more balloons to collect mana. And, since they take up more physical space, you have an additional chance of picking up mana released from traps or creatures killed right by the castle.

Enemies

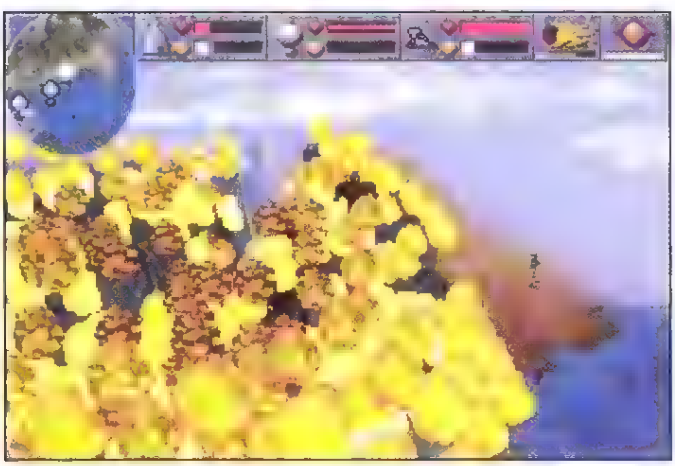
One of the more prevalent enemies in Magic Carpet are worms. Some fly while others simply crawl, but both will prove a very real threat to your existence. However, in situations where there aren't more powerful enemies around (like Krakens and bees), worms should be your priority.

The reason for this is that the worms provide an amazing amount of mana. In fact, unlike most of your enemies, it's not really worth dodging the attacks from the worms unless there are multiple enemies in the area. You heal quickly enough, and the mana yield from a worm is good enough that you should want to claim it and gather it as quickly as possible.

With airborne worms, aim high and back up slowly. Match the up and down pattern of the worms movement with the tilt of your carpet. If you do want to dodge, use the slide move back and forth, but you will probably find that it isn't worth it. Ground-based worms can be conveniently attacked from the side which prevents their head (the part that shoots) from being that accurate when attacking.

Most of the ground-based enemies won't be much of a problem. Even the massed groups of undead archers or the pesky apekids, while annoying and potentially problematic, should prove little trouble. If you've played Doom at all, you should be familiar with this strategy. Line them up and fire. Every couple of seconds, shift position left or right and start firing again.

You have an advantage in Magic Carpet, since you effectively have unlimited ammunition. A steady barrage of fireballs will keep the enemy forces dwindling. Also, since you do heal readily, you can absorb some hits, even the massive rocks thrown



There will soon be a flood of mana available at this location.

Magic Carpet
By Bullfrog/Electronic Arts

1450 Fashion Island Blvd.
San Mateo, CA 64404
(415) 513-7436
Fax: (415) 286-5556

Requirements
486SX/33+, VGA, 8MB RAM, CD-ROM drive

Controller
Mouse or Keyboard

Hard Drive Space
2MB

Number of Players
1-8 Players

Available For
PC and compatibles

Designed By
Bullfrog Productions

Distributed By
Electronic Arts

Street Price
$49.99

STRATEGY

Always protect your castle at all costs.

Line him up and knock him down. The only way to kill an enemy wizard is to be relentless in your attack.

Townspeople

The townspeople almost seem to be more trouble than they are worth. They show up on your radar as potential enemies, meaning that you can eliminate them if you so desire, and doing so will release mana. However, it is bad form to slaughter the otherwise peaceful denizens of the world just for a couple of mana chunks.

Also, since the people create buildings that you can claim for additional mana, it behooves you to have the people on your side.

The problem you will often run into is one of real enemies walking around in the midst of the normal townspeople. Should you desire to eliminate these enemies, you will usually cause some mayhem in the town as well, which causes the townies to start attacking you.

There are several options. The first is to simply declare war on the townspeople and claim all of the mana that is created from former friend and foe. It isn't exactly kosher, but if you complete the level, who are you to complain?

A second option is to not attack enemies while they are around the townspeople. This is the safest option, since you probably won't inadvertently strike a townie, but it also leaves the desired mana in its dangerous form.

The third and best option is to make your attack, claim the mana and leave as quickly as possible. The townspeople will sometimes forgive a transgression, and even if they don't their attacks don't hurt too much.

by the apes. Masses of ground troops are a veritable mana factory since they aren't that difficult to deal with and since each critter gives you additional mana to work with.

Flying creatures have a tendency of being your most dangerous enemies. Not only are many of them highly powerful, but they are also considerably more maneuverable than any other class of enemies. Additionally, several of them, notably the bees, are faster than you, which makes fleeing a nearly impossible feat.

The solution is to do basically what you do with the airborne worms only more so. Start backing up and firing. The birds won't be too much of a problem—they are easy to target and go down quickly. The bees, on the other hand, may prove more tricky. If you are adept with the keyboard, try backing up quickly and firing, aiming when possible, but firing nonetheless. When the bees start to get too close, switch to your reverse accelerate spell and trigger it, which should put some distance between you and your attacker. Then switch back.

If you have the multiple fireball attack, this works quite well against a bee swarm, as it allows you to lay down some serious ordnance without having to really aim. Just hold down the button and swerve back and forth to lay out a spread of fire.

Aquatic foes are in some ways the opposite of land-based foes. Obviously, they can't follow you if you fly over land. However, many of the enemies you face that reside in the water are more powerful than the land-based enemies. Krakens, for instance, at the start of a level can kill you with extreme prejudice.

Obviously, you want to avoid any conflict with these enemies until you are more capable of facing them. When you have the power to destroy them, attack with the most powerful, offensive weapon you have. Be prepared to use an accelerate spell to leave the area immediately if you need to.

Other Wizards

These are the guys you really need to worry about. Most of the time, the computer-controlled wizards will not directly attack you. In fact, much of your dealing with them will be conflicting over the mana on the ground and water. Wait for him to change the mana to his color and leave before changing it back to your color. The exception to this is if his balloon is in the area. In this case, leave off the mana and destroy the balloon immediately. This prevents your enemy from gaining additional mana and provides you with more mana that can be claimed.

It can also be entertaining to attack another wizard's castle. The chances are very slim that you will be able to completely destroy his castle, but you can have some fun with it. When you knock a castle down a level, you will often find mana on the ground where the castle was. Claim it, and make sure that your balloons are able to pick at least some of it up. This is the only way to take mana away from your enemy's structure.

When fighting your enemy wizards, use the same sort of tactic used with other aerial creatures. Since the other wizards will often use their acceleration spell to get away from you, make that spell as well as an offensive spell active (normally you want your claiming spell available at all times. This is the exception to that rule). This way, you can attack, and if the wizard tries to get away, you can more easily pursue. If you decide to kill an enemy wizard, forget about collecting mana and go after him. These wizards heal as quickly as you do, which means if he gets away, he'll be back up to full strength in no time. The only way to kill him is to go after him and stay after him. Use the most powerful offensive spell you have. ***-Steve Honeywell***

You might want to accelerate past this mess...

ROBINSON'S REQUIEM™ CD-ROM

Robinson's Requiem is a survival/adventure simulation set in a startling realistic virtual environment, the likes of which have never been seen before.

The Scenario

Imprisoned on an alien planet your aim is to escape. If you have to amputate one of your own limbs to stay alive, then that's what you must do. Features more than 100 variables managed in real time: your body temperature, stress, fatigue, pain, disease, gangrene, hallucinations…

The Prison

A spectacular world combining 3D rendered sequences, live actors with a 3D mapped landscap - computed and displayed in real time. Over 3 square miles of play area includes: canyons, hills, waterfalls, and caves.

The Challenge

Hunt and gather food, find water, make your own clothing and weapons, deal with health hazards and fight off predators; test your survival skills to the very limit and get the hell off the planet!

Available for:
PC CD-ROM
Mac CD-ROM
3DO

3DO

For more information contact:
ReadySoft Incorporated
3375 14th Ave., Units 7 & 8
Markham, Ontario Canada L3R 0H2
Tel: (905) 475-4801 Fax: (905) 475-4807

READYSOFT

Silmarils

© 1994 Silmarils – All rights reserved. Robinson's Requiem is a trademark of Societe Silmarils.
3DO, the 3DO logos, and Interactive Multiplayer are trademarks of The 3DO Company.

Distributed by ReadySoft Incorporated.

GAME OVER

TIEing Up a Few Loose Ends...

The Emperor has been captured, and you're the only guy with the stones to save him.

I'd been flying around in the new TIE Defender for a little while and had taken one out into combat a couple of times. It was everything the Emperor's tech boys said it was and more. I liked the fact that I could drop power from the tractor beam (I never use it) and use that to keep my shields and lasers up while still flying at a good clip. Great shields, a good weapon assortment, maneuverable and fast. I'm sure the Rebels hate it.

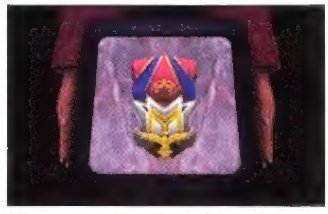
While my squadron was practicing with the T/D ships, news came down that shook the Empire nearly to its foundation—Admiral Zaarin was a traitor and was defecting to the Rebellion! It was our job to do whatever we could to stop him.

There were a couple of missions that were touch-and-go between the loyal forces of the Emperor and the traitorous minions of Zaarin combined with the Rebel scum. Now I've never been one to shy away from a good combat with the Rebels, but I have to admit that it was doubly satisfying to exterminate the traitors. Still, in spite of our efforts and the relentless pursuit spurred by Lord Vader, Zaarin was managing to escape our grasp. The situation looked grim.

The Emperor is on this ship. Time to make like a hero!

When you get this reception, you know you've hit the big time!

Vader himself flew with the squadron to eliminate the defecting slime, and as a pilot of merit, I must admit that Lord Vader's reputation is well-earned. However, Zaarin beat us to the Emperor and his coup d'etat looked as if it would succeed. Emperor Palpatine's very fate hung in the balance between Zaarin and yours truly.



The rewards of a job well done: accolades and medals.

There wasn't much time to think about what I was doing. I simply went after the fleet of Escort Shuttles, knowing the Emperor Palpatine was on one of them. I attacked first with the lasers on single fire, whittling away at the shields until I got close enough to identify the ship's cargo. Most of the time, it was simply rogue troopers, in which case I continued attacking with lasers until they were gone. I'd then charge up my shields with laser energy and target the next one.

Eventually, I found the craft with the Emperor aboard. I decided to save it for last—the Rebel scum might decide to kill the Emperor if the ship was disabled and unattended! So I quickly went through the rest of the Shuttles with my concussion missiles. When just the Emperor's ship was left, I disabled it and set out at top speed toward the rogue TIEs that started flooding in.

But the tough part was over. The Emperor's ship was easily picked up and Palpatine (and thus the Empire itself) was saved. The minions of Zaarin were annihilated, as was their just due.

There is little more to tell. The Emperor himself decorated me in a ceremony so big it looked like the entire Empire was in attendance. It was my proudest moment, and I wear the medal at all times. I only hope that I will again be called on to serve my Emperor.

I think I'll retire with a record like this one...

COMPUTER GAME REVIEW and CD-ROM Entertainment

March, 1995
Volume 4, Issue 8

A SENDAI PUBLICATION

PUBLISHER
Steve "Huggy Bear" Harris

EDITOR
Steve "Carl Kolchak" Honeywell

HARDWARE EDITOR
Ted "Mannix" Chapman

SOFTWARE EDITOR
Kevin "A. J. Simon" Perry

FEATURES EDITOR
Steven "Jim Rockford" Greenlee

NEW PRODUCTS EDITOR
Tasos "Remington Steele" Kaiafas

CONTRIBUTING EDITOR
Marc "Peter Gunn" Camron
Arnie "Barney Miller" Katz
Bill "Columbo" Kunkel
Joyce "One of the Snoop Sisters" Worley

LAYOUT AND PRODUCTION
Colleen "A Scarecrow-less Mrs. King" Bastien-Production Coordinator
Dave "Barnaby Jones" McCracken-Production Assistant
Joe "Joe Friday" Darrow-Art Director
Dean "Frank Drebbin" Hager-Copy Editor
John "Quincey" Born-Ad Coordinator

NATIONAL ADVERTISING DIRECTOR
Jeffrey Eisenberg
Eisenberg Communications Group
10920 Wilshire Blvd., Sixth Floor,
Los Angeles, CA 90024
Jon Yoffie-National Advertising Manager
Mari Kohn-Account Manager
John Abraham-Account Manager
Elaine Zimmerman-Ad Coordinator
(310) 824-5297

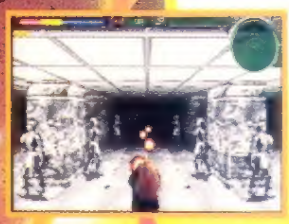
SENDAI PUBLISHING GROUP, INC.™
Steve Harris-President
Mike Riley-Vice President of Operations
Steve Honeywell-Assistant Publisher
Mark Kaminky-Vice President/General Counsel
Dave Marshall-Circulation Manager
Cindy Kerr-Director of Promotions
Kim Schmidt-Promotions Coordinator
Kate Rogers-Publicity Manager
Harvey Wasserman-Newsstand Director
Peter Walsh-Newsstand Manager
John Stanford-Manufacturing Director

Computer Game Review (ISSN 1062-1130) is published monthly by Sendai Publishing Group, Inc., 1920 Highland Avenue, Suite 222, Lombard, IL 60148. Application to mail at second class postage rates set at Lombard, IL and additional mailing offices. Subscription rates for the U.S.: $23.95, Canada and Mexico: $29.95, and all others by mail only: $89.95. Single issue rate: $3.50. POSTMASTER: Send address changes to Computer Game Review, P.O. Box 1462, Lombard, IL 60148-8462. ABC audit applied for. For subscription changes, change of address, or correspondence concerning subscriptions, write **Computer Game Review, P.O. Box 1462, Lombard, IL 60148-8462 or call Customer Service at (708) 268-2498.**
The editors and publisher are not responsible for unsolicited materials. Without limiting the rights under copyright reserved herein, no part of this publication may be reproduced, stored in or introduced into a retrieval system, or transmitted, in any form, or by any means (electronic, mechanical, photocopying, recording, or otherwise), without the prior written notice of the publisher. Copyright © 1995 Sendai Publishing Group, Inc. All rights reserved. All materials listed in this publication are subject to manufacturer's changes and the publisher assumes no responsibility for such changes. ™ and © for products and the characters contained therein are owned by the companies who market or license those products. Printed in the U.S.A.

VIRTUOSO™

Life Sucks. Rock And Roll Is Dead. So Blast A Few Heads.

In the year 2055, life is just another word for chaos. Sure, your music has given you some moments of escape, but your rock superstar status has also given you too many nights locked away in hotel rooms, away from the din of crazed fans. Virtual Reality is the only reality that means anything anymore. In the world of Virtuoso you'll blast cyborgs in cavernous, sub-Martian passages, encounter the living dead in a Haunted House and submerge yourself with strange life forms in an Underwater Biosphere. Now, isn't that just what you needed?



VIC TOKAI INC. 22904 Lockness Ave. Torrance, CA 90501

PC CD-ROM

Virtuoso™ © 1994, Motivetime Ltd. Used under license by Elite Systems Ltd. All rights reserved.
Elite® is a registered trademark of Elite Systems Ltd.

NOTHING, NOTHING CAN PREPARE YOUR PC.

FINISH HIM!

SMOKE AWAITS

FRIENDSHIP?

ALL 12 KOMBAT WARRIORS?

MORTAL KOMBAT II®

NOTHING, NOTHING CAN PREPARE YOU...for the *ultimate* arcade translation of Mortal Kombat® II. "Finish Him" with *all* the true graphics, character animations, CD-quality music and awesone sound f/x of the arcade blockbuster. Brutal special moves, Friendships, Babalities, hidden surprises, crushing combos and outrageous finishing moves are yours to kommand. Let the Kombat Kontinue!!!

MATURE M AGES 17+

MIDWAY

PC CD-ROM

3.5" DISK

Acclaim entertainment inc.

MORTAL KOMBAT® II © 1993 Licensed from Midway Manufacturing Company. All rights reserved. Acclaim is a division of Acclaim Entertainment, Inc. ® & © 1994 Acclaim Entertainment, Inc. All rights reserved.

Made with love by

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!